

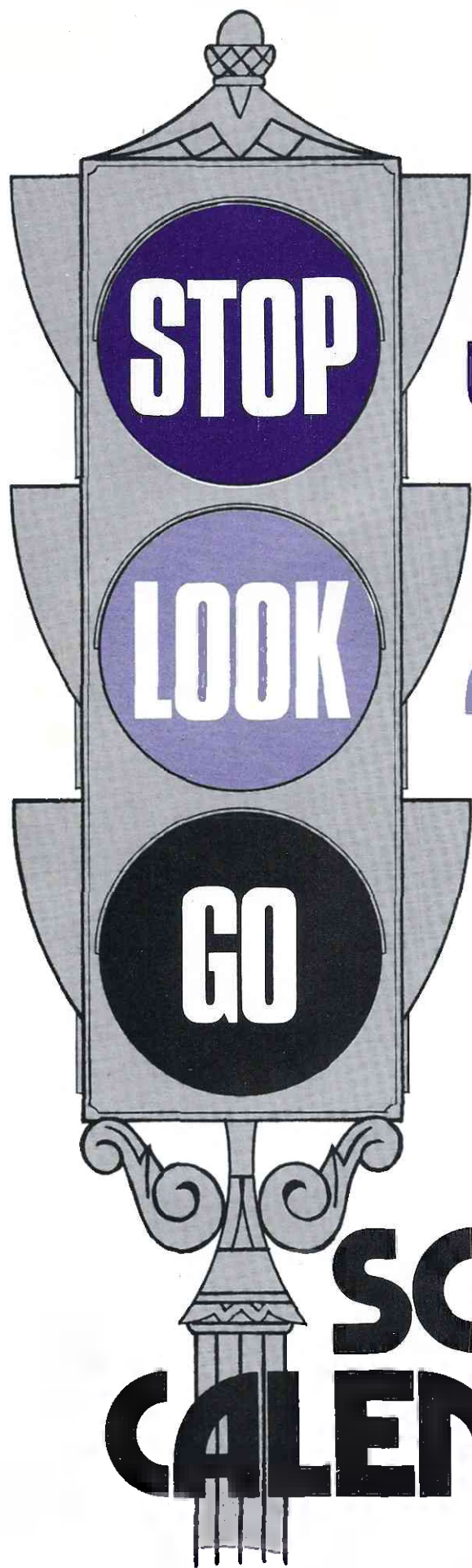
THE CANADIAN

NOVEMBER 1973

leader

24th WORLD SCOUT CONFERENCE
NAIROBI
JULY 16-21 1973





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THE CANADIAN leader

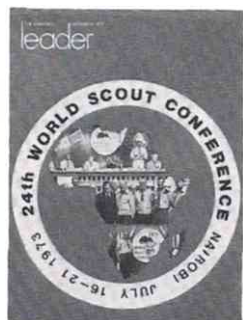
NOVEMBER 1973
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JAMES F. MACKIE, Editor

BEATRICE LAMBIE, Assistant Editor

MICHEL PLANT, Editorial and Advertising



COVER

The 24th Boy Scout World Conference was held in Nairobi, Kenya, from July 16 to 21, and is reported in our lead article. This month's cover was prepared by our designer, Rae Chalmers, and shows the official conference crest with pictures, inside the shape of Africa, of the opening ceremony, which was presided over by His Excellency, President Jomo Kenyatta of Kenya, the Canadian delegation and our International Commissioner, Jim Harvey, who prepared our report. For the full story see page 4.

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Hi! A big tail slap to you and welcome to **Beaver Happenings** — a column that will appear periodically in *The Canadian Leader* to keep Beaver leaders across Canada in touch with what's happening in the "mystical world."

The column is being started at the request of one hundred percent of the leaders who returned the national, Beaver-leader, survey forms last spring. Survey tabulations were made during the summer and the results have been extremely favorable. We will try to work toward the comments and suggestions that were made. Local and national results were mailed in July to councils operating Beavers. If you wish to see this information, contact your local Scout office.

Councils Operating Beavers

Every province continues to expand Beavers, in selected areas, in a quality manner, so that each colony has the right leaders, and the best orientation and support possible.

Beavers began in Winnipeg in September, 1971, and this is how it has grown:

1971-72 Winnipeg

Total Number of Colonies 64

Total Number of Boys 1,200

1972-73 Victoria Region

Kootenay Boundary Region

Calgary Region

Central Alberta Region

Edmonton Region

Regina Region

Manitoba West Region

Winnipeg Region

London District

St. Catharines District

Oshawa District

National Capital Region (Ottawa)

Quebec (Montreal Area)

P.E.I. Provincial

Halifax - Dartmouth

St. John's

Total Number of Colonies 273

Total Number of Boys 5,300

1973-74 *New Councils — Welcome!*

Vancouver - Coast Region

Interior B.C. Region

Southern Alberta Region

Saskatoon Region

Greater Toronto Region

Mississauga District

York Summit District

Bruce North District

North Halton District

Oakville District

Quebec Provincial

New Brunswick Provincial

Nova Scotia Provincial

Maple Leaf Region

From the 24th Boy Scout World Conference July 16-21, 1973



By J.B. Harvey
International Commissioner

Photos by
J. Percy Ross

NEWS FLASH: JULY 15, 1973 — NAIROBI, KENYA

Nearly six hundred delegates and observers from 84 countries converged today on this capital city in East Africa just below the equator to attend the 24th World Conference. Scout uniforms of many kinds will be a common sight on the streets of Nairobi for the next week while the Conference is in session.

It is a "first" in several ways — the first time a World Conference has been held in Africa . . . the first occasion that more than 500 Scouters have attended a Conference and . . . perhaps accounting for the huge attendance . . . the first time that all present had the moving experience of visiting the Founder's home where he spent his later years, and honouring his memory at a simple ceremony beside his resting place, each sharing an opportunity of paying his respects by giving "B.-P." the Scout salute.

While no doubt there have been other impressive settings for World Conferences, the beauty and magnificence of the Kenya countryside would be difficult to surpass, and many will take the opportunity of visiting the various game parks to see an extraordinary variety of wildlife in their natural surroundings.

1. Yes, indeed, the Conference was unique in many ways as you will see from the account which follows.

2. The first day was taken up with the pilgrimage to B.-P.'s grave at Nyeri, about three hours' drive from Nairobi. The next morning, His Excellency, the President of Kenya, Mr. Jomo Kenyatta, presided at the

opening ceremony. He spoke of the role of Scouting around the world in building better societies for the citizens of tomorrow and made reference to the theme of the Conference, "Learning by Serving" — as he put it, "by serving our fellow men." Throughout this address, the lion's tail was much in existence. It fulfills the same role as the Mace carried into our House of Commons by the Sergeant-at-Arms to represent the authority of the elected Parliament. An occasion not soon to be forgotten.

3. After the official opening, the keynote address was delivered by Mr. Antonio C. Delgado, the retiring Chairman of the World Committee. He highlighted instances where groups of Scouts around the world had rendered valuable service to the communities in which they live. He made reference to the striking growth of Scouting, particularly in developing countries, with the total Scout population now over 13,000,000 in 108 countries. It was most appropriate at this point that two new Scout Associations were welcomed into the World Brotherhood of Scouting — Ivory Coast and Upper Volta.

4. The Conference then proceeded to open the first plenary session at which key reports were rendered to outline to the delegates progress since the last Conference in 1971 at Tokyo. One report related the devastating effect of the unstable situation in respect of the world monetary system. We all pay our World registration fee to support the World Bureau (5¢ per member) in U.S. dollars; however, 80 to 90 percent of the Bureau's expenses in promoting Scouting is in Swiss francs. The Bureau, therefore, lost 45% of its income over the period of the last ten months. The corrective action taken was to vote for future payments in Swiss francs which, to the reader, means Canadian Scouting will pay about 6½¢ per member, although this

Canadian delegation, L to R: Frank Kohler, Percy Ross, Jim Harvey, Pierre Dionne, Alan Hopper, Wally Denny, Robbert Hartog, Jack McCracken, John Ward and Reg Groome.





Canadian Jack McCracken saluting B.-P.'s grave.

will vary according to the value of the Canadian dollar in relation to the Swiss franc. It seems we all have our financial problems and Scouting is no exception.

5. For the next three days, many subjects were discussed in plenary sessions and in smaller groups. Included were sessions on community development at all levels, national to local, planning ahead, retention of members and expansion, section leader training and methods of serving leaders and the role of International Commissioners. Canadians took an active part in all discussions. It was the general feeling of the Canadian delegates that we should press for more prominence to be given at the next Conference to the need for modernized boy programs, and continuing up-dating section-leader training and support for leaders, particularly new leaders, and better communications at all levels.

6. Other subjects which were of particular interest are noted.

a) An outstanding address by Sir Peter Scott, Chairman, World Wildlife Fund, and son of the famous Antarctic explorer. His appeal was for a greater awareness of the vulnerability of so many animal species to man's obsession with scientific and technological advance and the material wealth that goes with it to the exclusion of any sensitivity to the real possibility of the extinction of many species. Canadian Scouting will undoubtedly hear more about this as the World Organization and the World Wildlife Fund have made a joint declaration to co-operate in the conservation of nature and the wildlife which depends on it for continued existence. Think of our own situation in respect of the polar bear, walrus, certain species of whales and many others.

Sir Peter's address was full of good humour as well as the session's message.

b) A new, revised agreement between the Girl Guide and Boy Scout Movements at the World level was announced which should ensure even closer co-operation and understanding. The Conference was fortunate to have in attendance Hon. Beryl Couzens-Hardy, Chairman of the World Association of Girl Guides and Girl Scouts, and had the great pleasure of hearing an address by her. Each country, of course, has its own working arrangements and in Canada we continue to meet regularly with Girl Guide officials to maintain close cooperation.

c) A special feature was an illustrated presentation by Lord Baden-Powell, grandson of the Founder. He recounted the Founder's experiences in Africa and how they contributed to Scouting. The address painted a vivid portrait of the character and outlook of a most unusual man, yet one whose motivations and turn of mind were so straightforward, simple and easily grasped.

7. As the Conference came to a close on Saturday, July 21, Canada came away with two prizes in which Canadian Scouting may rejoice and feel justly proud. First, it was announced that E. Bower Carty of Ottawa, a World Committee member, had been elected as Chairman by his fellow members. A great honour.

Secondly, the Conference voted to accept Canada's invitation to hold the 1977 World Conference in Canada. Altogether a happy conclusion to a very worthwhile meeting.

8. Your delegates and observers wish to express our appreciation for the opportunity of representing you at the Conference.

B.-P.'s last home, "Paxtu," in Nyeri.



Camp Wetaskiwin, a quiet, peaceful site near St. Catharines, Ontario, came alive with the voices of happy, boisterous, boys as 232 Wolf Cubs arrived to participate in the annual Haldimand District Cub Camp on Friday evening, June 8th. Along with the Cubs came 85 adults in the roles of cooks, adult leaders and junior leaders. Shouts of, "Hey, Akela, where's my tent"; "My Mother didn't pack my dishes"; "Baloo, where's the washroom?" resounded from each site as the packs settled in. For some, the adventure of sleeping in a tent for the first time was so exciting they wanted to get into pyjamas right away and "go to sleep" because they were "so tired"! Thinking leaders kept the boys busy — carrying water, doing a prepared craft, playing games or just helping.

By opening time, all the district packs were in camp. Our invited guests from Spencerport, N.Y., were expected later because of their long drive.

The 1972 Camp Akela opened the activities and solemnly presented the traditional red vest to the 1973 Akela. The red vest is worn by Akela throughout the weekend. Each Cub thus recognizes him as he visits with the groups, or takes part in an activity. Following the official opening, all headed for the campfire circle for a short but rousing singsong. Back at each unit site, the cooks had steaming cups of hot chocolate and cookies ready as a bedtime treat. Then off to bed for sleepy Cubs — but it's an accepted fact that it won't be an early-to-sleep night. Even though they are tired, they are excited by the adventure.

Saturday dawned overcast but skies had cleared by the time breakfast was over. Many of the Cubs had been up for hours. Each site was now made shipshape for the inspection team, who checked for tidy tents and sites and, in general, good camping habits. After flag break, the day's activities began.

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Using the base system, each pack was divided into six groups; each Cub in each group was given a coloured plastic disc which he wore around his neck on a thong. There were six activity areas and six colours. At nine o'clock they were guided to their area and the fun began.

9:00 a.m.	Games/White	Hiking/Brown	Swimming/Blue
	Crafts/Green	Orient./Red	Obs. Cr./Black
10:00 a.m.	Games/Black	Hiking/White	Swimming/Brown
	Crafts/Blue	Orient./Green	Obs. Cr./Red
11:00 a.m.	Games/Red	Hiking/Black	Swimming/White
	Crafts/Brown	Orient./Blue	Obs. Cr./Green
12 noon - 1:45 p.m.	LUNCH AND REST PERIOD		
2:00 p.m.	Games/Green	Hiking/Red	Swimming/Black
	Crafts/White	Orient./Brown	Obs. Cr./Blue
3:00 p.m.	Games/Blue	Hiking/Green	Swimming/Red
	Crafts/Black	Orient./White	Obs. Cr./Brown
4:00 p.m.	Games/Brown	Hiking/Blue	Swimming/Green
	Crafts/Red	Orient./Black	Obs. Cr./White

The theme for this year's camp was International Brotherhood and the Craft Committee kept this in mind in their planning. They chose kites from Japan; Gods' Eyes from Mexico; carving vermiculite, plaster-of-paris blocks to represent the totem poles carved by the Haida Indians in western Canada; flags of different countries pre-sketched and filled in with pre-coloured macaroni and spaghetti; paper bag puppets decorated to represent people of different countries; and plaques saying, 'I promise to do my best,' to represent Cubbing around the World. About 40 Cubs attended each session and were given a "choice" of which craft they wished to do. The cost was about 17¢ per boy. The committee consisted of seven adults who prepared, conducted and cleaned up after the day's schedule was complete.



Intern Cub for Haldim

By C. J. J. J.

On a hot day, the craft building was a happy, productive, cool place to visit.

When the Red Group arrived at Orienteering at 9 a.m., they were given a three-coloured "ditto" map made from a sketch of the grounds. It showed all bridges, buildings, roads and natural features that Cubs could identify. The object of the exercise was to use this map, and a list of clues, to locate and record with proper numbers as many "controls" as possible in an allotted time. They were given further instruction on a large, master map on which the controls were marked. The controls were six-inch file cards. Each card had the name of a country printed on it. This, too, was in keeping with the camp theme. The cards were placed in conspicuous but not obvious places, e.g. base of a gatepost, side of a bridge. The clues precisely located the object the Cubs were looking for, e.g. "below a birdhouse, near a lumber pile." One point was given for each control found and recorded. Two points were subtracted for each minute over the time limit. Boys were given "whistle signals" to help them gauge time. All day, busy, searching, interested Cubs could be seen dashing from control to control.

The Obstacle Course has the reputation of being a fun activity so groups of Cubs approached the trail with eager faces. The first event, the Blindman's Trail, was approximately 600 feet long. It went up and down hills and around natural obstacles. The boys were blindfolded with their own neckerchiefs and followed a light rope as a guide. Next came the Crawl, a 10-foot square of netting staked to the ground where the boys were required to crawl under the netting. Lots of groaning



ational bing and District

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came from under that piece of netting! A Monkey Bridge over a large ditch was a popular sport. It was constructed with heavy ropes drawn tight between two trees on either side of the ditch. A Rope Swing over another ditch was next stop. On to the Wood Ramp, built on the site using available material — Cubs climbed the ramp and jumped to the ground, about four feet below. A Wood Wall, built between two trees approximately four feet high, let Cubs show off their climbing skills. Cries of "I'll beat you over," "Last one over is . . ." were heard as each group arrived at the challenge. Various Walk-the-Plank events were constructed using available material and led to the last obstacle — the most popular with boys and adults — "The Flying Fox," a steel cable, stretched approximately 200 feet on a downward slope of about ten degrees and anchored between large trees, on which a pulley block rode. A rope for the boys to hang onto was attached to the pulley. After the ride down the cable, each Cub returned the pulley to the starting point of the ride by the attached rope.

All obstacles were supervised by adults and the safety aspect of each obstacle was carefully considered. If boys had to wait their turn at a challenge, they were kept busy with various games. The course took approximately thirty minutes to complete and covered about half a mile of camp grounds.

Boy reaction to the course was "Can we do it again?"

The hike traversed an interesting and rugged trail within the campsite. Boys were given observation tasks along the way with adults interspersed among them to keep them alert and busy.

The large swimming pool was a happy stop on such a hot day. Two willing mothers, Red Cross Instructors, carried out the lifeguarding with the help of a number of adults. The purpose of this event was to cool off and have fun. No attempt at instruction was made. Most games were run in relay formation, with a wide variety offered. As the day became hotter, games were adjusted. The most popular was the **Nail-Driving Contest**, a real boy-activity! They participated in **Romper Stomper** where each Cub was given two 48-ounce juice cans with holes in the sides to attach a rope handle. With one foot on each can and the rope in their hands, the race was ready to begin. They stomped down the field and back until every member of the team had romped or stomped the course. They played **Kangaroo**: with feet together, hop down the line between the legs of the seated team; everybody got a turn; **Fire** was an apt game for such a day, and it can be found in *The Cub Book*; always popular is the **Mixed Shoe Relay** — what a pile-up as twenty Cubs tried to find their own shoes in that heap; **Bucket Brigade** was fun — "find an article in the heap, pass it down to the bucket at the end of the line, and now it's the next fellow's turn. Hurry, Hurry and cheer for your team." A committee of six adults kept this a happy, moving area all day.

At meal times, hungry Cubs rushed to their own sites, where the cooks had tasty, filling food ready for them. With a cooking team along, the leaders were able to spend all their time with the boys. This also kept the program running on schedule and afforded time for lots of activities. Many of the helpers return each year — some work as resource people with the packs and some have become full-time leaders. What better way to recruit volunteers!

Saturday evening was taken up with a Costume Parade, Interpack Competition and the big campfire. For the parade, each pack dressed in costume of the country they had chosen. Many packs had made their outfits during craft time at regular pack meetings in the previous months. The pack representing Holland wore wooden shoes made from cardboard milk cartons; those from Africa carried shields and wore masks; from China, the Cubs wore pigtailed made from old nylons, 'coolie' hats from cardboard — a large dragon with a gaily painted *papier maché* head was a part of their parade; those from Mexico wore sombreros made from paper bags, carried tambourines made of aluminum pie plates and pop bottle caps, and maracas made from an inflated balloon covered with *papier maché* and painted. The pack who depicted China had invited a gentleman from that country, who was studying at a nearby college, to their pack meetings. He taught them many customs, food that is eaten and how to sing 'Are You Sleeping' in Chinese, which they sang for us during the parade. The pack who chose Holland has an assistant Cubmaster from that country. He showed them slides, spoke the language, played games and taught them a song in Dutch. Each pack put a lot of time and effort into their study of the country, the crafts, customs, dress and food. The Cubs were then more aware of the people of the world and the brotherhood that exists through Scouting in so many of these countries.

The Interpack Games were planned to have boys from all over the district play and compete together. Some games used were — **Bobbing to London** — relay formation: boy places bean bag on head, runs a distance, under a rope, back under rope, runs to his team. No hands are used.

(Continued on page 8)



Kangaroo Hop — relay formation: complete team in squat position, place hands on shoulders of boy ahead, all hop forward to cross finish line as a team.

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About six adults were used in roles of starter and judges. The games were run in heats to give all the boys in the larger packs a chance to take part. Finals were run among the first, second and third of each heat to establish winners. A small number of points were awarded winners and went toward the competition for the Camp Trophy. Judging by the amount of cheering and laughter that arose from each game, this was a FUN time for the Cubs.

Campfire is the highlight of each camp. The songs, the stunts, the skits and stories bring to an end a happy day. Cubs leave the circle ready for a treat and ready to sleep after such a full day.

Scouts' Own, Sunday morning, was scheduled for 8 a.m. All around us was the freshness of morning, a new day, a perfect setting for our morning worship together.

Interpack visits were planned for Sunday morning. Each pack visited one other pack and each pack hosted one other pack. They were in the costumes of their country, played games, sang songs, ate food, exchanged gifts and talked in different tongues. It was an active, happy time where boys learned about another country, entertained and got to know boys from other packs.

Does it sound like an ordinary venture? Not at all — it is unique in many ways!

First and foremost, it is completely planned and operated by the pack Scouters of the district. Called a District Cub Camp — yes — but the service team of the district act only as advisers and then work in whatever area they are needed at the camp. Some years ago it was observed that packs were not camping and, therefore, much of the Wolf Cub program was being missed. We found leaders were reluctant to attempt a venture of

this size. Once the need was assessed, training sessions on camping skills were set up and the present format was established. With facilities and program arranged by a committee of leaders, the packs still camp as a unit and much of the individual pack camping experience is preserved. Parents are involved in pre-planning, in transportation, setting up the site, as camp cooks and as activity helpers. A large number of junior leaders make the work-load lighter. They also add much to the spirit of the camping experience.

Planning begins in the previous September at the District Scouters' Club meeting. A possible site for the camp is discussed. In the months that follow, a Camp Akela is elected as well as a Coordinator and a Secretary-Treasurer. Often a visit to the chosen site is arranged so plans can move along during the winter months. The packs are asked to submit 'theme' ideas and the one that will appeal to the boys, and can be adapted to this type of venture, is chosen. Next comes the Badge Design contest. Each boy in the district is given a chance to draw a design for a badge depicting the theme. The efforts are judged and the design sent off to be manufactured. Each boy, leader and helper will receive one at the camp. The Cub who wins the competition will be awarded a prize for his efforts. The activity areas are decided upon and a chairman volunteers for each section. The rest of the leaders sign up with them to form a committee for each event. Leaders also volunteer to look after the campfires, Scouts' Own and interpack games. Everyone must sign up in some area. The coordinator arranges for a camp nurse, maps to the site, maps of the camp lay-out, signs to guide and locate areas around the camp. An inspection team from St. Catharines District was invited to insure a high standard of camping at the boy level. They came twice and we are indebted to them for their interest and the fairness exhibited.

A trophy is awarded to the pack who rates highest in the site inspections, the interpack competition and in the effort they have made in depicting their country. Competition is not the main theme of the camp. It is used to ensure a high standard of camping and involvement only. This year's trophy was designed and constructed by an Akela in the district. In keeping with the theme, a small globe topped by a black metal wolf head was placed on a round wooden base, which was divided into four, equal, coloured sections of red, yellow, black and white as are the skin colours of the world populace. A small rope encircled the globe base with a reef knot placed at each colour division. Woodburned into the base were the words 'Haldimand District Cub Camp — 1973 — International Cubbing.'

All Cub leaders are kept well informed through the District Newsletter, the Scouters' Club and directly from the Secretary.

At the end of camp, each adult is asked to complete an evaluation sheet which will give the committee feedback for next year. A follow-up letter is sent with results of competitions, a financial statement and a big thank you for a job well done.

This year's camp was a great success. CUBBING IS FUN and fun it was for boys and for the adults.

BROTHERHOOD is SCOUTING and for these boys and adults it is now more than just a word. The presence of our guests from the United States helped to emphasize the theme as well. Will there be a camp next year? YES! from all the Haldimand CUBS.

SHIRLEY HART, long-time volunteer Scouter, mother of two, and a member of the Wolf Cub Subcommittee, served for two years on the MAN Committee and is Training Coordinator for Haldimand District, Ontario.

CRAFT SESSIONS AIMED TOWARD CHRISTMAS

By Beatrice Lambie

Once again it's time to think about Christmas craft sessions. Our suggestions require planning as we've concentrated on working with "found materials" — small cans and plastic bottles, and these will require collecting. So ask your friends and neighbours to save their empties for the next few weeks. Required sizes are small, flat, 7½-ounce cans (from cranberry jelly or sauce, tuna or salmon). Plastic bleach and detergent bottles of all sizes, from 30-ounce to 128-ounce, will be needed.

Plastic bottles offer a craft medium that can be adapted for small fingers just beginning to make things, and ideas will grow as abilities and coordination improve with practise.

Equipment Required

crayons: to mark cutting lines on plastic
tape measure: for round bottles
ruler: for other measuring
kitchen scissors
penknife: for bottle necks and bases
fine sandpaper for smoothing edges
plastic model cement; fine wire; jingle bells
½-inch nuts and bolts
coloured masking tapes and/or self-sticking vinyl

WALL FLOWERPOTS make appreciated gifts for anyone who grows plants. These require 7½-ounce cans. Ask your friends to use a smooth-edge can opener and to leave about one inch uncut so the lid remains attached to the can. Cans should be washed thoroughly in hot, soapy water, rinsed and dried thoroughly.

The edge of the lid and the can itself now can be trimmed with coloured tape or self-sticking vinyl. (Many friends may have scraps of this to contribute to your craft sessions.)

Punch a hole in the lid so the flowerpot can hang from a wall.

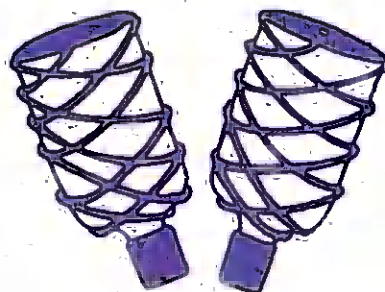


MUSICAL INSTRUMENTS are fun to make, can be used for a musical presentation for a Christmas party and/or will make great gifts for small brothers and sisters.

Bongo Drums require four 64-ounce bleach bottles. Cut bottoms from two bottles, just where the sides become straight below the handle. From remaining two bottles cut the bottoms, about two inches deep, at the lower ribbed section. These make the tops of the drums. Join the deep bases together by poking two small holes, three inches apart, on one side of each drum; fasten drums together with bolts, finished with screw nuts on the ends. Then glue the tops of the drums in place. Decorate.



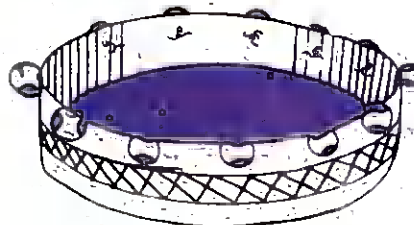
Maracas require two 32-ounce bleach bottles. Put a few dried peas or beans or pebbles inside each bottle; glue the tops in place; trim with coloured tape: diamonds, crosses, lines zig-zagging are all easy to apply as design.



Kazoos require a 32-ounce bleach or detergent bottle and a couple of spring-type clothespins. Cut off the bottom and flatten the sides of the bottle, as much as possible. With crayons make an X on either side of the face of the bottle. Apply generous dabs of cement at the X spots, then hold together with clothespins until the cement sets. An inch opening should be left between the clothespins. When cement is dry, remove clothespins and decorate.



Tambourines need a 128-ounce bleach bottle and 12 bells for each. Cut off the bottle two inches from the bottom. At even intervals, ½-inch from the bottom, poke 12 holes. Attach the bells with wire. Decorate with a band of coloured tape and the tambourine is ready to shake.



The Family Behind Scouting

Photos — SCOUTING magazine



By Norman Dodd

It's Silver Jubilee Year for Britain's B.-P. Scout Guild, the family behind Scouting.

One grey November day in 1947 an enthusiastic and representative band of forty-seven old Scouts met under the chairmanship of the then Chief Scout, Lord Rowallan, and decided to form an "Old Scouts" organization to harness the efforts of ex-Scouts and Scouters who were unable to accept leader positions but were keen to be of service to Scouting and the community — for, in the early days of the Movement, Lord Baden-Powell wrote: "When it comes to comprise millions of men in our population, all in touch with the Movement and each other, and all activated by the spirit and sense of goodwill and service, what will it not mean for the promotion of Scouting in the country, and what will it not mean for the loyalty and steadfastness of a solid percentage of the Nation."

With this statement in mind, the new organization, which was formally launched under the patronage of the Duke of Edinburgh on June 1, 1948, had, and still has as its aims:

1. To keep alive among its members the spirit of the Scout Promise and Law.
2. To carry that spirit into the communities in which they live and work.
3. Whilst remembering their other responsibilities actively, to support Scouting and Guiding in their communities.

Throughout the years these aims have remained unchanged although the constitution has been altered to open membership to adults who have not previously been Scouts or Scouters but are prepared to make the Promise and keep the Law. In line with this change the title was amended from the "B.-P. Guild of Old Scouts" to the more simple "B.-P. Scout Guild."

From 1950 to 1971 the Guild was completely autonomous but it had become apparent that the cooperation between it and the rest of the Movement was not as good as it might be. So on April 1, 1971, the Guild once more became an integral part of The Scout Association with an office at 25 Buckingham Palace Road.

The organization of the B.-P. Guild is flexible and, because it deals with adults, less formalized than that of the remainder of the Movement. It has recognized that many members already have interests outside Scouting or are busy making their way in the world, bringing up children or maybe too old to cope with twenty-five lively youngsters, but are prepared to give some help to

Scouting or the community. Therefore, each member is asked or expected to do only what he or she can manage, with no compulsion or fixed obligation. Many manage a great deal!

The help given by the Guild has been and still is varied and far reaching. Adults with the Guild Armband are seen operating shops and stores at jamborees, helping in camp hospitals, building a Scout headquarters, chauffeuring Scouts around, examining for badges, working on committees at group, district and county levels, and manning stalls at fairs and shows.

These are the visible signs of their assistance but there are also countless unsung and unmentioned behind-the-scenes acts of service to the community in general and Scouting in particular: the guiding hand to the young man at work, advice on employment and help in obtaining it, visiting or sponsoring groups for the handicapped in hospitals, acting as "aunts and uncles" to orphaned children. None of these acts of kindness may be great in itself but all are directly in accordance with the Scout Promise to help other people and to play a part in promoting Scouting.

The flexible organization of the Guild includes four types of branches: the group, district, county and special. The group branch will contain the local, intimate helpers to the Scout group and normally should include a large number of ex-members of the group it assists. The district branch covers the same area as the Scout district and contains Guildsmen (in this context women are included!) from places where there are no groups as well as those who have no particular connection with their local Scouts. County takes in members from where there is no branch or from ex-commissioners or Scouters in employment or retired in the county who have no time to join other branches. Special branches are formed in universities, industries and commercial undertakings but the present policy is, where possible, to integrate these into the counties. It is in one's daily work that the wearing of the badge can help to give young men a sense of confidence and belonging.

At national level, the Guild still has its own board with ex-officio, nominated, elected and co-opted members. The Guild Leader is the chairman of the board and two executive commissioners from The Scout Association are ex-officio members, as is the Guild secretary, the latter being the "paid organizer" of the Guild. A member of the Trefoil Guild of the Guides is also a member of the board in a liaison capacity. The board deals with

all affairs of the Guild but is able to make full use of all the facilities and staff of the Headquarters of the Association.

The Guild has its own campsite at Gilwell Park, its own Development Trust Fund and runs the B.-P. Scout Guild Holiday Homes Trust. This Trust owns chalets and caravans (trailer homes) on beautiful sites in many holiday areas in Britain; these are available for holidays for the handicapped at a very small rental. Most years a fund-raising cortege of caravans driven by Guildsmen and Scouters tours the country advertising the Guild and collecting money to buy new holiday homes and to help with expenses of the scheme.

In each county and district there is an organizer for the Guild who has, by right, a place on the appropriate county or district Scout council and executive committee. These organizers have status as commissioners with the position of adviser. The Guild county and district committees have subcommittee status where formed. The group, district and county branch members can put their views and recommendations forward at the Scout council meetings and, while there, can learn what help is needed by the Scouts. This perhaps is the key to the success of the organization; the Guild is adamant that in no way must they be seen to be trying to "take over" but, like a good family, are there to help when asked.

The special branches which still remain have their own committees and can deal directly with Headquarters where their views can be represented and discussed with the various departments. However, experience has shown that more cohesion and better results are obtained if these special branches become part of the county organization; it is unlikely that any more special branches will be formed.

To "spread the word" throughout the Guild, a quarterly magazine, *The Guildsman*, is published by the board and includes contributions from all areas. It is issued free to all members. The Guild badge, the red arrowhead on the white trefoil, is worn on civilian clothes, on an armband, as a car badge or on a blazer. A uniform is authorized to be worn voluntarily on

suitable occasions such as when helping at camp. For men it is the Scout leaders' uniform with the Guild single motive, maroon tie and a Guild badge on the breast pocket. The ladies wear the normal ladies' Scout leaders' uniform, with the Guild scarf and Guild cloth badge.

The Scout Guild, jointly with the Guides' Trefoil Guild, which has exactly the same aims, are founder-country members of the *International Fellowship of Former Scouts and Guides* whose International Secretariat is in Brussels, Belgium.

But badges and organizational structures, important though they may be, are not what the Guild is all about. They are merely the outward signs of the Movement. It is the inward motivation which counts and it is that on which the strength of Scouting is founded and expressed so clearly in our Law and Promise. It is these which bind all of us together from the youngest Cub Scout to the eldest Guildsman. "I think it is worth remembering that the success of the Scout Movement can only be measured by the way of life of its past members," said Prince Philip in his message of October 1955. This is as true as ever it was and, for this reason alone, membership in the Guild is a great help to those who genuinely wish to carry the Scouting spirit into their adult life but who find it difficult due to the pressures of the modern world. It permits them to "belong," a psychological requirement for most of us, and to be able to help in a worthwhile cause to the best of their ability, in the time that they can spare.

The re-integration of the Guild into The Scout Association in April 1971 gave it a new lease of life; not only did the move provide excellent publicity, country-wide, but also the attendance of the representatives at Scout councils at all levels on a continuing basis has ensured that the uniformed Scouters know to whom they can turn for help. The Guild members can and do provide a most valuable back-up to the group and district supporters' associations and parents' committees where they exist; in fact, many are members of these organizations as well as being Guildsmen. This close integration has underlined the fact that the B.-P. Scout Guild is not a social organization of old boys, though many branches naturally run social functions, but a selfless body of devoted people imbued with the Scout "Spirit of Service" to others.

"Stick to your Scout Promise always — even after you have ceased to be a boy . . ." wrote the Founder in his last message to the Scouts. That is exactly what the members of the B.-P. Scout Guild, "the Family Behind Scouting," try their best to do. "We are here to help. Ask for what you want."

The first Canadian B.-P. Scout Guild was started in Vancouver in 1960 and, since that time, branches have been established in other areas of British Columbia. At the present time these branches maintain their membership through the central branch in England and thus are affiliated with the *International Fellowship* in Brussels. To our knowledge, the Guild is not active in any other province.

If you are interested in further information write: J.W. MacPherson, Secretary, B.-P. Scout Guild, 4059 Curle Ave., Burnaby 1, B.C.



Guild members making-up Scouts for a group show.

NORMAN DODD is a retired British Army colonel who now works as a free-lance writer. An active Guild member, he is editor of *The Guildsman*.

EASY PRINTING

Audio
Visual

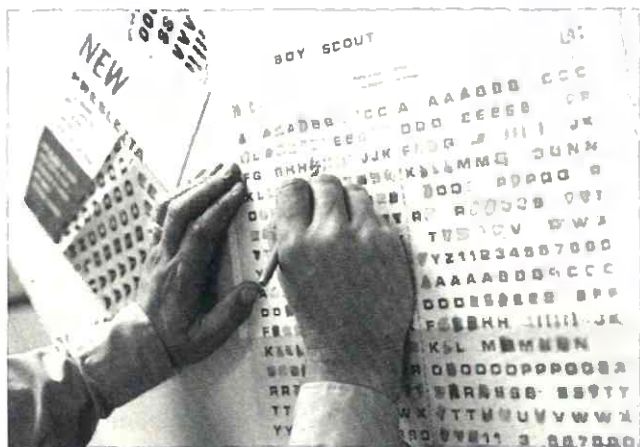
No 3

By Robert E. Milks

Want to make a poster? Need a sign to put in a display?

I don't know about you but I find that it's the lettering which causes the difficulty. My poster can look fine, but I cringe if anyone looks too closely at my hand lettering. Besides printing on a slope, the edges of the letters look like a snake's track.

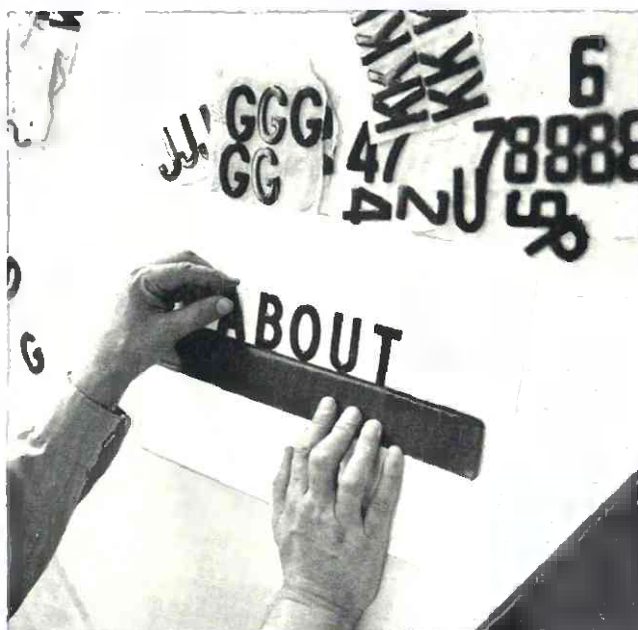
In trying to solve the problem for myself I have tried a number of methods of lettering. Some of these may be of use to you.



1. **Rub-on letters** — These are marketed under a variety of names, such as Letraset, Format and Chart-Pak. The cost per sheet is about \$2. In my work I find that usually I have a number of letters left which I can't use.



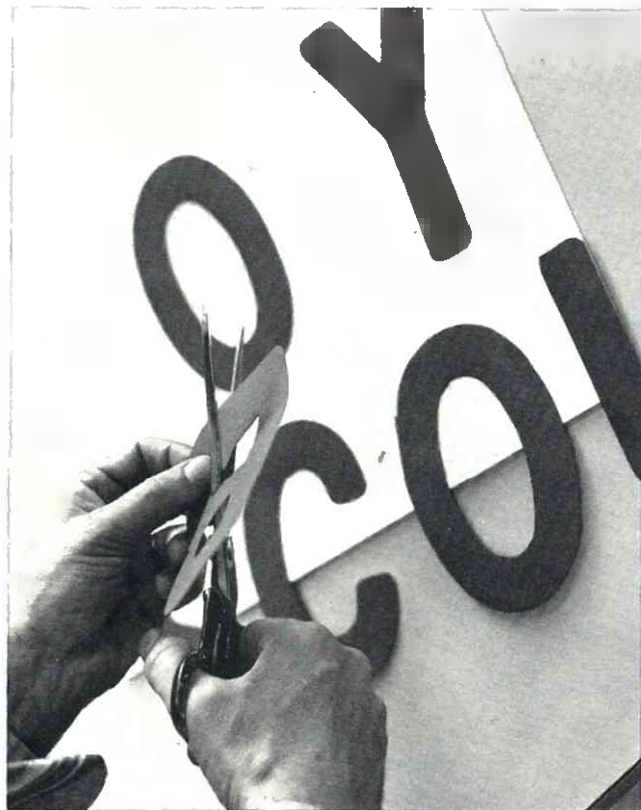
2. **Stencils** — If you know someone who has a stencil cutter, you're in . . . I haven't seen one for years. They used to be quite common in shipping departments. School-supply outlets sell stencils in a variety of sizes of type. A felt pen can be used to shade-in the letters.



3. There are rigid plastic, **self-adhesive letters** that can be used over and over again. The ones shown here are two inches high.

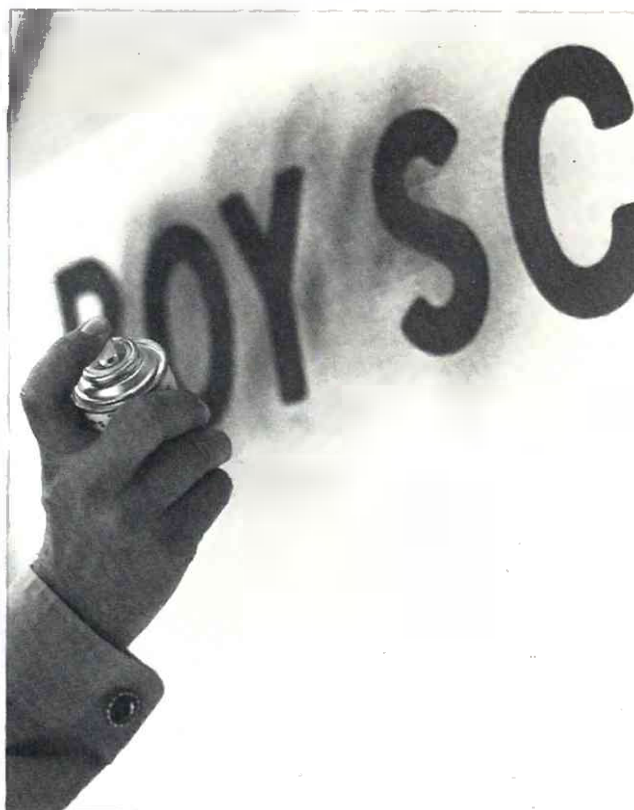


4. Dennison "**Stenso**" provides 266 letters and 54 miscellaneous signs in a package. These vinyl letters are self-sticking and are suitable for indoor or outdoor use.



5. Need large letters? Get an overhead transparency made of an alphabet and project it on a sheet of paper. Trace the letters.

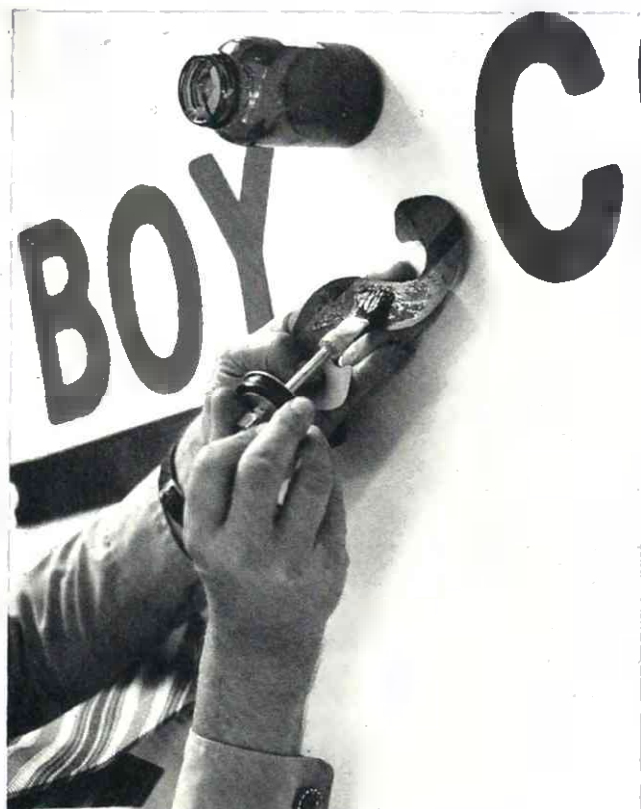
6. Using the projected method in #5, you can prepare cut-out letters which you can use by simply pasting them down.



7. Or you can place them snugly on a card and, by spray painting with a contrasting colour, produce quite a good effect.

8. An option to this is to use the white Christmas spray which is sold for decorating windows. This usually has a set of stencils with Christmas symbols — candles, bells, holly.

13





Football, Basketball, Soccer,
Track, Bowling, Baseball, Car racing,
Water skiing, Skin diving, Travel.

Watch the professionals. On film.

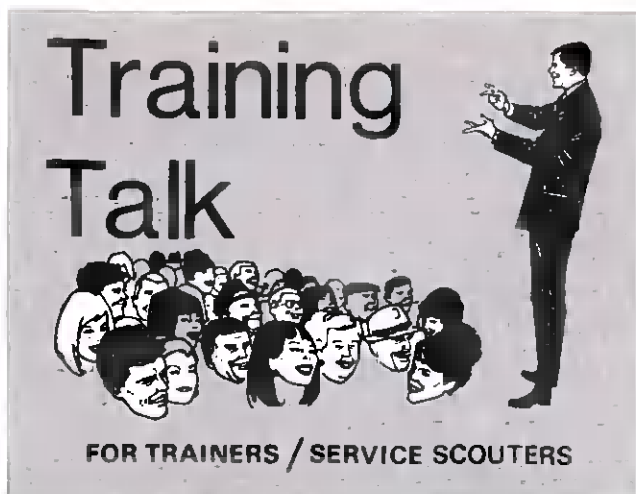
Just contact your bottler of Coca-Cola and ask him to send you our free Film Library Brochure. Ask him to tell you how easy it is to borrow these professional films.

And while you're there, ask him to arrange a bottling plant tour for your group.

Call or write your local Bottler of Coca-Cola. He'll be happy to look after you.

It's the real thing. Coke.

BOTH COCA-COLA AND COKE ARE REGISTERED TRADE MARKS WHICH IDENTIFY ONLY THE PRODUCT OF COCA-COLA LTD.



Edited by Al Craig for the
Adult Training Subcommittee

13

WE'RE SORRY

On the chart on page 27 of the Aug/Sept issue of "Training Talk" two lines on the Counselling Style Card were transposed. The line "Concern for the Client" on the bottom of the diagram should read "Concern for the Problem." The line "Concern for the Problem" on the left side of the diagram should read "Concern for the Client."

AUDIO-VISUAL INSTRUCTIONAL AIDS

THE WHY OF AIDS

Properly used, audio-visual instructional aids can increase the amount of candidate learning from a period of instruction, speed up the total learning process, as well as contribute to greater retention. Improperly used, they can detract from and interfere with the learning outcome desired from a session.

We will deal with the most advantageous use of aids available, together with some of the special merits and limitations of each.

THE WHAT OF AIDS

What are audio-visual instructional aids? Perhaps the more precise term is audio-visual communications, for this is essentially what they are — tools of communication. The term can apply to written materials as well as to:

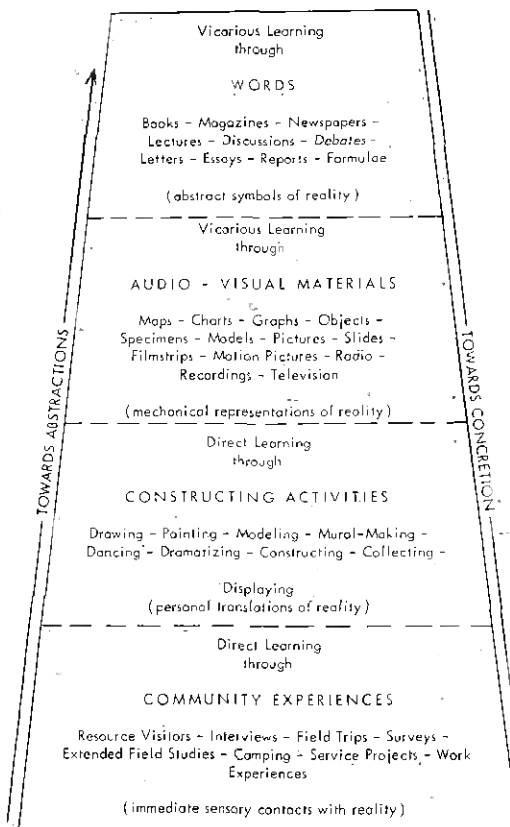
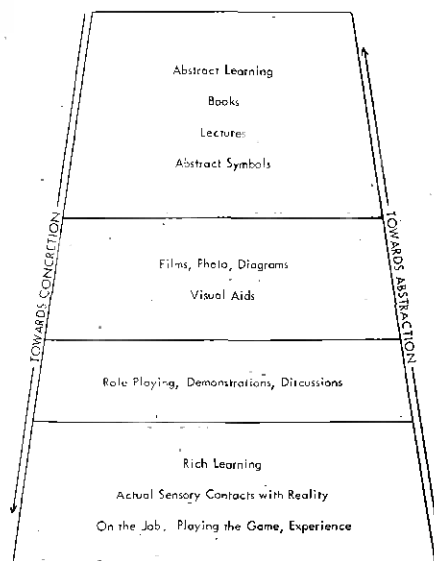
- blackboards, bulletin boards,
- charts, graphs, diagrams,
- drama, pageantry,
- exhibits,
- field trips, educational tours,
- illustrations and photographs,
- maps,
- models, objects, mock-ups,
- motion pictures, posters, cartoons,
- radio, television,
- recordings, transcriptions,
- slides and filmstrips.

As communication tools, audio-visual instructional aids are designed to assist instructors stimulate the principles of learning in their learner. This should always be the principal criterion of whether or not an aid should be used. Will it help stimulate desirable candidate readiness, intensity, belonging, effect and exercise?

Educationalists have long recognized the close relationship between the number and strength of actual

sensory contacts with reality and rich learning experiences. We can and do learn from abstract learning experiences but they are more difficult. In terms of learning experiences, audio-visual instructional aids can be used effectively in the area between abstraction and sensory contacts with reality. As this point is abstract it is somewhat difficult to grasp, and what better place, then, to introduce an instructional aid to repeat the point, help to clarify it.

A study of the following diagram should not only assist in this way, but in itself is an example of the place and use of a visual aid.



The diagram illustrates that actual sensory contacts with reality through activities or experiences lead to

retention of subject material or concretion. As we move up from experiences toward books we move in the direction of abstraction. Note that audio-visual instructional aids can be used to best advantage in the area between these two extremes.

Let us pause to review the points covered so far. Audio-visual instructional aids are tools of communication. They can help increase the amount of learning from a period of instruction by stimulating the causes of learning. They can help increase retention. They can be used to best advantage between the areas of abstraction and concretion.

Use aids to motivate your candidates by clarifying the objective which is being sought, and to show them how achievement of the objective is relevant to their effectiveness as Scouters. Your candidates will be with you if what you have to offer is what they want. For example, when introducing a session on the why of program planning with a group of new Scouters, use an aid illustrating section Scouters participating in a program-planning session. This can be much more convincing than merely telling them they will need this information later on.

Use aids that serve to clarify and portray otherwise abstract ideas. If you are giving instruction in a subject which can be better understood by being heard about and seen at the same time, use a visual aid to help stimulate understanding. A subject such as the relationships between the Scout patrol, the Court of Honour, the troop and the troop Scouter would lend itself to such a situation.

Use aids that serve to repeat and reinforce points already made. Remember, few things are learned on one exposure so thoroughly that they are not forgotten. Generally, some repetition of a fact, principle or an idea is necessary to ensure that it is being remembered. In this area, an aid will permit you to use more than one of the candidates' senses to repeat your idea in different ways, thus overcoming monotony.

Use aids that increase or arouse interest. While it is desirable that the instructional aids used be attractive, it should always be remembered that their main purpose is to help stimulate interest in the subject matter, rather than in the aid itself. Vividly coloured aids, cartoons, and other highly imaginative material can be effective provided they are related to the subject matter, and that their entertainment value enhances rather than detracts from the session objectives.

Instructional methods or aids are not good or bad in themselves, but only insofar as they contribute or detract from the achievement of the session objectives. Aids should not be superimposed extras nor the backbone around which a subject is organized, but should be an intrinsic portion of the instruction.

A good deal has been written on how to produce audio-visual instructional aids, as well as directions for the mechanics of using them. Less has been written, however, concerning considerations for their effective use. The following steps for developing training aids will help you to achieve the objectives of your instruction on a training course.

1. Prepare for your session by gathering material in the usual fashion.
2. Examine your material to see whether any learning outcome could be achieved better by supplementing words with audio-visual instructional aids.
3. Having identified such an area, sketch out several possible aids which would help. Determine the best one (meaning best in terms of helping the candidates master material to be learned).
4. Determine the manner of presentation as to whether

it is to be a chart, slide, transparency, etc.

5. Produce the aid.
6. Rehearse your presentation to see if the aid really contributes to readiness, intensity, belonging, effect and exercise. If it does, use it. If it doesn't, alter or eliminate it.

Having commented briefly on the 'why' and 'when' of audio-visual instructional aids, let us proceed to the 'how to' section.

FLANNEL BOARD

HOW TO MAKE

You will need a large piece of flannel or felt or, possibly, a blanket for background. Black, dark blue or dark green are the best colours. Thumbtack the bottom and top to a hard, flat, surface. Best results are obtained if the top is tilted back slightly.

Other materials required are pieces of felt or flannel or sandpaper for backing illustrations; old catalogues, magazines or stiff, stout paper for making illustrations; scissors, glue, paste or rubber cement, thumbtacks, two-way tape.

Cut out or draw pictures or symbols in ink, or words and numbers on thick, coloured, paper. Use colours that contrast with the backdrop. Paste a piece of flannel or felt or sandpaper, fuzzy side out, to the back of each illustration.

HOW TO USE

When preparing for presentation, consider the following:

1. Divide the presentation into sections. Only one section should be placed on the board at a time. Where it is necessary to clear the board before making the next point, have a carry-over title or symbol to remind people of the preceding point.
2. Ensure that all illustrations are large enough to be seen clearly by all.
3. Practise placing your entire presentation on the board to become familiar with the order in which each word or symbol is placed, and in the right location at the right time. Place each item against the board and press down once, then avoid touching it again.
4. Always face your audience when speaking, standing to one side of the board.
5. When the group is not familiar with the flannel board technique (many people aren't) explain how it works. Otherwise, they may miss points while wondering what makes the things stay on the board.
6. Coordinate what you say with what you show.

What has been said here concerning the use of flannel boards also applies to magnet boards, peg boards and cork boards.

CHALKBOARDS

HOW TO USE

1. Print words instead of writing. Form each letter carefully, using a pair of light guide lines to mark the top and bottom of your row of letters. Form your letters in a clean, simple, Gothic type. Avoid fancy scripts or type as they are hard to read.
2. Use chalk sharpened with a knife or sandpaper pad. It is easier to control your lines with pointed chalk, especially when making drawings or connecting the dots of a chalk pattern. To keep the point from breaking, grip the chalk so that your forefinger extends over the tip of the chalk.
3. Place your chalkboard where it can be seen clearly by all.
4. Check for glare and, if necessary, eliminate it by

Scout-Guide Week '74

Robert E. Milks



"Half-a-Million Strong!" is the new slogan for Scout-Guide Week '74. It was chosen because we believe that its time for us to make it clear that we have a tremendous number of the youth in Canada in our programs. Putting it very simply, one out of every forty Canadian men, women, youth and children are now active in Scouting and Guiding — and that does not take into account the millions who have been members of our organizations in more than sixty years of operation.

During Scout-Guide Week '74 we have the chance to really let people know who we are and what we do. For this message to be really effective we must do more than tell them — we must show them — we must become visible. The best way to achieve this is to plan activities, projects, displays, parades and pageants which will put large numbers of our members in front of the public. Just being seen is not enough, we must show that Scouting and Guiding are viable organizations that are as meaningful to to-day's youth as they've ever been in the past.

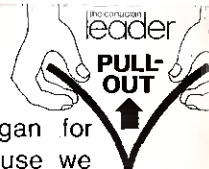
Scout-Guide Week can be a ho-hum affair or it can have real impact. The choice is ours! How much impact our activities have can be graded — rated on a scale. The amount of impact we can make decreases from being involved, to seeing and to hearing. This means that the more we can involve youth (non-members) in our activities, the more that they will accept us as a program worth belonging to. The more we involve parents and families, the more that they will be prepared to help us. The more we involve the people in our community, the more that they will support us.

One exciting report we received on Scout-Guide Week '73 was a report on a one-day show held in the armouries at Sault-Ste. Marie. More than five thousand people turned out to see "Youth in Action" — hundreds of Guides and Scouts doing the thousand and one activities which are to be found in our programs. People met Scouts and Guides and even tried their hand at some of the skills being demonstrated. As a result, this community became much more aware of what we are and what we do.

This is the secret of good Public Relations. We know that we have good programs. But! we need to make sure that others know just how good it is. So, let's involve people, let's show them and let's tell them. It must be good — after all, we're 'Half-A-Million Strong!'

Scout-Guide Week Materials

In the past few years there has been some confusion as to who can best use what materials. It is unlikely that a Scouter would need a T.V. slide. But, who could best use other materials seemed to be an area of confusion. To try to help overcome this confusion we have addressed the next three pages to specific audiences and have recommended what materials they should obtain.



Provincial Public Relations Commissioners and Public Relations Chairmen

Scout-Guide Week '74 will be held during the week of February 17-24. How are your plans progressing? Have you contacted your equivalent in Scouts or Guides yet? Scout-Guide Week, if it is to really be successful, is a joint effort of Girl Guides of Canada and Boy Scouts of Canada. It is to be recognized that each has its own organization and its own channels of communication. For best results Scouting and Guiding will undertake promotion and publicity, internally and externally, both individually and jointly.

For instance, each province has its own methods of communicating with Scouters. It might be feasible to have a provincial bulletin jointly produced to promote Scout-Guide Week. Our experience, nationally, is that on such a joint effort the per unit cost decreases.

Early joint planning can be of real value to both Scouting and Guiding. Besides saving money on printing as previously mentioned, money can be saved by the national organizations by combining Scout and Guide Provincial orders for Scout-Guide Week materials. It would result in quite a saving if we could ship 10 to 20 major orders instead of trying to ship the more than 200 orders filled last year. In this age of rising costs, such a saving can be a real help to us.

Some of the more successful examples of joint planning are

listed below. All of these are culled from reports of previous Scout-Guide Weeks.

- a proclamation from the Provincial Government (see this page)
- a special newspaper supplement in a paper which has province-wide distribution (see photograph)
- distribution of T.V. slides to all Television stations in the province.
- a special Scout-Guide Week bulletin sent to all Public Relations personnel in the province — reporting on provincial actions and promoting local action.
- development of a common order form for ordering Scout-Guide Week supplies from the provincial office.

Perhaps the greatest benefit to both Scouting and Guiding can be the recognition that we can work co-operatively on projects such as Scout-Guide Week without losing our separate identities. Who knows — such co-operation could help us as we learn more about what each organization is doing. Each of us can benefit from the ideas developed by the other. Remember that it is only jointly that we are Half-A-Million Strong!

Scout-Guide Week Materials

Order From
Communications Service,
Boy Scouts of Canada,
P.O. Box 5151, Postal Station "F", Ottawa

1. Scout-Guide Week '74 Posters
2. P.R. Tips
Newspapers
Radio & T.V.
Displays & Exhibits
Company Publications
Photographs
Do it yourself
Our Best PR
A.B.C.'s of Communicating
Community Cablevision
3. Repros & Glossies
Repros Beaver Symbols
Repros Cub Symbols
Repros Scout Symbols
Repros Venturer Symbols
Repros Rover Symbols
Repros Boy Scouts of Canada Symbols
Repros Brownie-Guide-Ranger Symbols
Repros Half-A-Million Strong!
Glossies Four 4" x 5" Scout Action Shots
Glossies Four 4" x 5" Guide Action Shots
Glossies Nine 2" x 2" Heads — Scouts and Guide
4. Newspaper Mats:
Cub Symbol
Brownie symbol
Scout symbol
Guide symbol
Venturer symbol
Ranger symbol
Rover symbol
Scout-Guide Week
Half-A-Million Strong
5. Radio & T.V. Spot Announcements
6. Cablevision Cards
7. Fact Sheets — Scout-Guide Week '74
8. T.V. Slides



They're on the air

Many Joes are needed

It takes two great qualities to be a leader

- concern
- willingness

Local Public Relations Commissioners and Public Relations Chairmen

The material on this page is directed to those Public Relations commissioners and chairmen who are responsible for promoting and publicizing Scouting and Guiding to our members and to the general public in a given city or community.

Your job for Scout-Guide Week is very important. There are two major parts to this job.

First, you need to generate enthusiasm and support for Scout-Guide Week amongst the leaders of all packs, troops, companies and crews in your community. If they become involved in Scout-Guide Week and if they plan and operate special activities involving the community, then the second part of your job becomes much easier for you.

This second part focuses on getting media coverage for Scout-Guide Week — press, radio and television promotion and publicity for the various activities held in the community.

At first glance this is a really big job. But, it need not be so big. Not if Scout and Guide Public Relations personnel form a team to plan and put into operation a comprehensive program of promotion and publicity. In a city, each organization has a number of people who, at different levels, are responsible for publicity and promotion.

Through team effort, by sharing of the load, more can be accomplished with less effort for each person involved. To help this team we have produced a variety of materials for promoting and publicizing Scout-Guide Week. Order these, for both Guides and Scouts, from your Provincial offices.

The key to a successful Public Relations program for Scout-Guide Week is careful planning — planning that identifies who needs to be told what and how will it be done.

Meetings of Scouters and Guiders, training sessions, bulletins, visits by Commissioners and service teams can all be used to encourage leaders to plan special programs involving people in their communities as far as possible. Make sure that they have posters for displays and bulletin boards. Why not run

a competition for the best window display put in by Guides and Scouts?

The list on this page includes material suitable for use by Public Relations personnel. Order sufficient quantities so that each member has his or her own set of P.R. tips. Bring in sufficient repros and fact sheets to serve the needs of local and daily newspapers. Revise the radio and television spots to fit the local needs and distribute to stations. Have a stock of T.V. slides and cablevision cards so that each station has enough. Remember if a slide is used one day, i.e. taken from the library, it will be two or three days before that slide can be used again.

The following are a few special Scout-Guide Week activities held by some communities.

- one council in Alberta formed an honorary patrol of Scouts — membership was confined to local disc jockeys.
- a great birthday cake was displayed in a shopping mall for a few days and then cut at a formal ceremony and handed out to shoppers.
- Civic proclamations were issued and, in some communities, Scouts and Guides became the honorary officials for the day.
- various forms of "thank you's" were included in some communities through public service projects, presentations and entertainment.

If Scout-Guide Week '74 is to be successful, if we want to really convey the fact to our community that we are 'Half-A-Million Strong!', then we must start early on an integrated plan of promotion and publicity.

We need the support of our members, our parents and our communities if we want to remain as strong. This is the value of Scout-Guide Week. By showing our communities who we are and what we do, we help build support for both Scouting and Guiding.

Scout-Guide Week Materials

Order From Your Provincial Office

1. Scout-Guide Week '74 Posters

2. P.R. Tips

Newspapers
Radio & T.V.
Displays & Exhibits
Company Publications
Photographs
Do it yourself
Our Best PR
A.B.C.'s of Communicating
Community Cablevision

3. Repros & Glossies

Repros Beaver Symbols
Repros Cub Symbols
Repros Scout Symbols
Repros Venturer Symbols
Repros Rover Symbols

Repros Boy Scouts of Canada Symbols
Repros Brownie-Guide-Ranger Symbols
Repros Half-A-Million Strong!
Glossies Four 4" x 5" Scout Action Shots
Glossies Four 4" x 5" Guide Action Shots
Glossies Nine 2" x 2" Heads —
Scouts and Guide

4. Newspaper Mats:

Cub Symbol
Brownie symbol
Scout symbol
Guide symbol
Venturer symbol
Ranger symbol
Rover symbol
Scout-Guide Week
Half-A-Million Strong

5. Radio & T.V. Spot Announcements

6. Cablevision Cards

7. Fact Sheets — Scout-Guide Week '74

8. T.V. Slides

Proclamation

CANADA:

PROVINCE OF BRITISH COLUMBIA

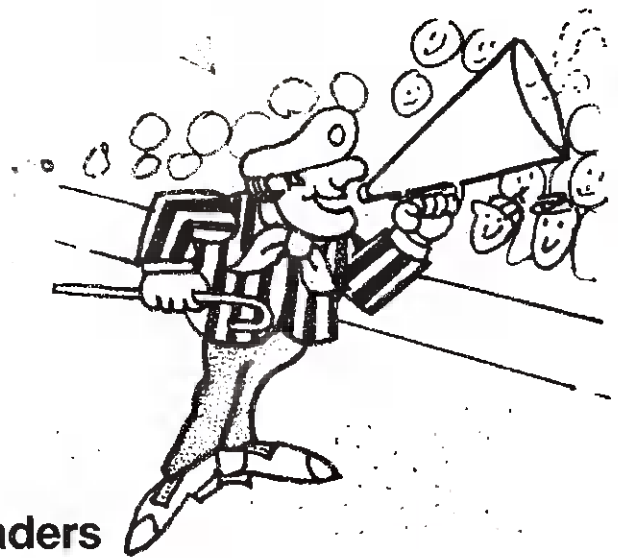
BETH THE SECOND, by the Grace of God,
the United Kingdom, Canada and Her Other
lands and Territories, QUEEN, Head of the
Commonwealth, Defender of the Faith.
whom these presents shall come.—Greeting.

A PROCLAMATION

Whereas the aim of the Boy Scouts and Girl
Guides of Canada is to help youth develop their
character as resourceful and responsible members of
the community by providing opportunities and guid-
ance in their mental, physical, social, and spiritual

whereas these aims embody the qualities of
citizenship.

whereas the 71,000 members in this Prov-
ince are a common bond of world brotherhood
with 500,000 other Scouts



Pack/Troop/Company/Crew leaders

Scout-Guide Week '74! What are your plans for the week of February 17-24? Or have you thought about it yet? Scout-Guide Week, if it is to really be successful, depends on you and your fellow-leaders. True, we hope to have media coverage, displays in store windows and shopping malls and a variety of promotion and publicity actions.

All of these are only the frosting on the cake! The real public relations value comes from what you and your Guides and Scouts do — and public relations is important to us.

True, we want to achieve other things during this period — and so we should! It is important to have our members pause to look back and remember those two wonderful people who made these programs possible. In addition, we want to remember our fellow Guides and Scouts who can be given better programs through our assistance — through Girl Guide Thinking Day contributions and donations to the Canadian Scout Brotherhood Fund.

Through good public relations we can get support from parents, new leaders, new members and acceptance by the community. The best way to do this is to at least be seen by as many people as possible. Ideally we would involve all of them, but this is not feasible.

When planning Scout-Guide Week activities, consider the impact it has or the participation it will bring. For instance, a special ecumenical service for Scouts and Guides is great. But if such a service were planned as part of the regular program of the church, those who normally attend would be there and see Scouts and Guides — we would involve more people.

A mother and daughter or, father and son dinner can be great fun. But, why not consider having a joint family gathering — mothers, daughters, fathers, sons, sisters and brothers? It could be a pot-luck dinner and be quite a large event. Invite local politicians to attend

— with many voters in one place you might well have them out.

If we were to hold a birthday party in a shopping mall and serve coffee and cake to shoppers as a thank you for community support, we would again involve more people. If we entertained them with songs and campfires we might even get them to participate. While an investment of some time and money would be required — think about the possible returns in terms of support, new members and new leaders.

No matter what activities you plan for Scout-Guide Week, they will achieve more for us if they involve people or are seen by them. There are literally hundreds of activities which could be used — all of them a real help in promoting Guiding and Scouting and yet activities which are fun for Scouts and Guides. Consider holding one or more of the following in addition to the items listed above:

- hobby shows — models, handicrafts — not only completed items but items being worked on.
- concerts — pageants — plays
- pancake breakfast
- winter carnival — klondike derby
- winter games — a miniature winter olympics

These are only a few items that with a little imagination can be made into a top-flight appealing activity. With such activities planned by Scouts and Guides, you can make it clear to your community that we are "Half-A-Million Strong!" — and that strength starts in their community.

We have produced some poster aids which might be useful for displays in meeting halls or local store windows. Contact your Public Relations Commissioner or Chairman for these Scout-Guide Posters.

tilting the board or by removing or blacking out the offending light.

5. Keep your erasers clean and wash the board regularly. Erase with straight up and down strokes rather than swishing the eraser around in circles.
6. Make all drawings large enough for details to be clearly seen. Print letters so they are seen from any part of the room; this means they should be at least two and a half inches high.
7. Plan your chalk-talk in advance so that you will be able to reduce delays for thinking, drawing, and printing to a minimum. Condense all captions and slogans to say the most with the least number of words.

DRAWING

The chalk-talker need not be an accomplished artist to create the required illustrations. Everyone can make stick figures or other simple illustrations to portray people in action. However, even this is not a "must." There are several tips which the chalk-talker can use to compensate for the inability to draw effectively.

1. *Templates* — These are outline reproductions (in metal, cardboard, or wood) of the object you wish to draw. By merely holding a template against the chalkboard and tracing around it, you can produce the object required. It will be necessary to make these templates in advance.
2. *Projection* — Another way to copy drawings and plans is to use an opaque projector to throw the picture on the chalkboard, then trace over it. A slide transparency of the object can be used in the same way.
3. *Pattern* — A third method is to use a chalkboard pattern. You can make these patterns yourself. The first step is to make a careful drawing or outline of what you want on a large piece of heavy tracing paper. Should you happen to find a drawing or picture large enough, and on suitable paper, you can save yourself the job of making the drawing. Once you have the drawing, punch holes around the outline of the object you want to draw. The holes should be at intervals of about a half inch. Punch additional holes at similar intervals along any internal detail you plan to copy. A 1/8-inch awl or leather punch will make the holes. Once the pattern is all punched out, hold it against the chalk board or fasten it with adhesive tape, then pat a dirty eraser firmly over the perforations. This will produce an outline in chalk dots on the chalkboard. Finally, connect these dots with chalk to make the plan, design, diagram, or drawing that is outlined. Patterns may be saved by rolling them on lengths of broomstick and storing them in a crate or box.
4. *Grid* — Still another method is the grid-copying technique. This involves ruling the chalkboard into lightly chalked three- or four-inch squares, then laying out the drawing you want to copy into similar grids about a half-inch square. Place the drawing near the board as you draw from it, following the grid marks to help your eye transfer the drawing to the chalkboard.

SLIDES AND SLIDE FILM (Filmstrip)

These are both still projections and are one of the oldest forms of visual projection. Their advantages are many.

1. They provide a large, still, image which can be studied and discussed for long periods of time.
2. Slides may be projected individually or in any pre-arranged series; thus, you can adapt a basic slide collection to varying program needs.
3. Because they are relatively inexpensive, it becomes possible to build a sizable slide library.

Filmstrips may be used to advantage whenever an operation or a learning situation can be divided into a series of logical steps (and all can). As an aid in skills' teaching, it ranks a close second to the motion picture. It doesn't replace a motion picture; it does a different kind of job. Use a filmstrip when you want to stop, discuss, answer questions, make sure that every point registers — when the detail is extensive. This is particularly true of the silent filmstrip which enables the reader to conduct an extended discussion related to any illustration on the strip. In slides and filmstrips, always remember to introduce the film and make sure you have screened it first and, therefore, are able to draw attention to certain points. Secondly, screen the film or slides and, thirdly, follow with an activity: either discussion groups or general question-and-answer period.

GRAPHS — GRAPHIC COMMUNICATIONS

The word *graph* means to write and is derived from the Greek language. Thus, pictographs suggest picture writing and photograph implies writing with light. We are concerned with the flat, non-projected, visual material which includes photographs, illustrations, maps; posters, cartoons, charts, diagrams and graphs. These should be used in the same manner as charts.

THE FIELD TRIP

The field trip is usually included in audio-visual communication. It is effective because it brings a group of persons into contact with real situations in natural settings. Its limitations are of time and distance. To provide an educational experience, field trips must be carefully planned. Planning involves the following considerations: *first*, the trip should be related to the regular program activities; *second*, arrangements should be made in advance and, *third*, the group itself should be prepared for the experience through reading, instruction and discussion. Provision should be made for a follow-up discussion in addition to follow-up activities which grow out of the experience.

HOW TO MAKE BETTER USE OF VISUAL AIDS

In this connection, there are two things to bear in mind:

- (a) the dangers and pitfalls that may trap the unwary;
- (b) the technique in making an aid help in a given training experience.

(a) *Dangers and Pitfalls* — The most common trap in which it is easy for even the most experienced to fall is letting the lecture centre around the charts and other visual aids available. This results in the instructor helping the aid rather than the aid helping the instructor. It can easily occur if the instructor has made insufficient preparations for his talk, or perhaps finds that there is a great number of aids available on which he can talk until his time is up. It is as important to be selective about the aids used as it is to choose suitable situations for demonstration activities. Remember, the aid is there simply to assist.

(b) *Techniques of Using Aids* — As with so many things, there are one or two simple rules to follow when making use of audio-visual instructional aids.

1. Only use an aid when it helps stimulate the causes of learning.
2. Correlate what is being seen with what is being said. It is useless to change to another subject while a previously used chart or diagram is still on display. This is quite obvious but is often overlooked.
3. Keep the aids simple, covering one point at a time in proper sequence.
4. Make them visible. They must be placed high enough, and the written copy and illustrations must

be large enough for everyone to see easily. In the case of audio aids, of course, everyone must be able to hear.

5. Talk to the candidates and not to the aid itself. You must practise using your visual aids.

6. Finally, no aid will ever make up for lack of planning. The nature and scope of Scout training provides unlimited opportunity for the use of audio-visual aids. When used with understanding, competence and imagination they can make a significant contribution.

Training Talk No. 5, March 1972, contained an article on charts entitled, "What You See, Is What You Get." It covered how to make charts, how to use them and also the size of lettering to use in various situations. Don't overlook charts in any audio-visual presentation you make.

RESOURCES

Information Services, Boy Scouts of Canada, P.O. Box 5151, Station 'F', Ottawa K2C 3G7, produce the following resources to support your audio-visual presentations.

1. T.V. SLIDES

All slides available at a price of \$1.25 each.

- 72-01 Cub scene — Partners in Action
- 72-02 Scout scene — Partners in Action
- 72-03 Venturer scene — Partners in Action
- 72-04 Rover scene — Partners in Action
- 72-05 Scout Apple Day
- 72-22 Brownie scene — Partners in Action
- 72-23 Guide scene — Partners in Action
- 72-24 Ranger scene — Partners in Action
- 72-25 Guide with Brownies — Partners in Action
- 72-26 Scouter with Cubs — Partners in Action
- 73-01 Cub — Youth Power
- 73-02 Scout — Youth Power
- 73-03 Venturer — Youth Power
- 73-04 Rover — Youth Power
- 73-05 Brownie — Youth Power
- 73-06 Guide — Youth Power
- 73-07 Ranger — Youth Power

2. FILMSTRIPS

- Growth — Planning or Luck*: 60 frames, \$12.50 with script only (72-16); \$15 with script and tape or cassette (72-17).
- Partners in Action (Cub)*: 60 frames, \$12.50 with script only (72-18); \$15 with script and tape or cassette (72-19).
- Rovering is Doing (Rover)*: 60 frames, \$12.50 with script only (72-20); \$15 with script and tape or cassette (72-21).

3. PHOTO KITS

- Lithomatic photo reprints — ten 8" x 10" to a set — \$1.25 per set
- 72-06 Cub
- 72-07 Scout
- 72-08 Venturer
- 72-09 Rover

4. FILMS

- 72-11 *Another Day* — 12 min. sound-on-colour 16mm film, \$100 per print

5. SLIDE SERIES (Colour)

- The United Church and Scouting* — 30 frames \$7.50 with script only \$10 with script and cassette
- The Anglican Church and Scouting* — 30 frames \$7.50 with script only \$10 with script and cassette
- The Catholic Church and Scouting* — 30 frames \$7.50 with script only \$10 with script and cassette

The Salvation Army and Scouting — 30 frames

\$7.50 with script only

\$10 with script and cassette

6. "HOW TO" SERIES (Black & White)

Wilderness Manners — 24 frames with script, \$1.75

Pack It Easy — 24 frames with script, \$1.75

The Axe — 24 frames with script, \$1.75

Cooking Fires — 24 frames with script, \$1.75.

SEA SCOUT PAMPHLET

This pamphlet has been completely revised and printed in a new design and format.

The content was checked with Sea Scout leaders and the new content reflects what they felt was necessary and desirable.

JOIN US IN VENTURING and YOUR SON AND VENTURING

These two pamphlets have not been drastically changed as far as content goes, but they now have modern art and a more distinctive colour.

All these pamphlets are available through your council office.



Canadian Scouting, in cooperation with the Scout organizations in Bolivia, Colombia, Ecuador, Venezuela and Peru, has undertaken a four-year program (1973-1976) to help improve and expand Scouting in these five countries through OPERATION AMIGO.

This project is similar to the highly successful Can-Carib Project and is part of our involvement in the World Scout Five-Year Development Plan.

The total value of the Canadian project has been set at \$125,000, with funds coming from three main sources: Canadian business firms with interests in Latin America, the non-governmental division of the Canadian International Development Agency — both of whom were most generous during Can-Carib — and the membership of Canadian Scouting. The five countries themselves are contributing an additional \$55,000 in cash and services.

You can publicize this project at training courses and other events so that Canadian Scouts can be made more aware of this project and its potential for developing World Brotherhood and helping Scouting in countries less affluent than Canada. This is also an ideal project for courses who feel the desire to make a donation to a worthwhile project during their course.

We've said it before and we'll say it again in case you didn't hear the first time: the thing we do best in Scouting is to create situations in which boys find out about themselves.

It happened again at the Norfolk (England) County Jamboree a year or so ago.

At all these jollifications nowadays we set up a so-called "Trading Post" dealing exclusively in patrol activities: pioneering, expeditions, raft-building, archery, horse-riding, skid-pad driving, even parascending is available with all facilities, on request, and the general effect has been to revive the spirit of Brownsea Island and reduce the amount of time spent in the Jamboree coffee bars.

On this occasion we'd set up a fairly stiff assault course at one end of the lake, consisting of the usual catwalks, commando bridges, strings of car tires, aerial flights, and the rest, and throughout the week it had attracted a fair amount of interest from the resident Scouts — nothing, however, to the amount it drew on the day of the great Cub Scout Invasion.

I may say that in designing the thing we had fondly imagined we were creating something that would extend our Scouts to the limit. Maybe it did but, when those Cub Scouts came along, they cut through it like a hot knife through butter.

All except one.

I watched the lad hesitating. Time after time, he made a move towards the foot of the rope ladder. Time after time, he allowed himself to be brushed aside by some more eager spirit. At last only he was left.

He looked round and caught my eye upon him.

I shall never forget the agonized expression on his young mug.

"Might as well," he said.

And he did.

It took time.

Down below I sweated even more than he did as he toiled his way painfully but with increasing confidence along that spider's web of ropes in the branches. At last he was safely back at ground level.

He stood back, all four feet of him, and allowed his eye to travel over the route he had followed. His shoulders heaved in a great sigh of satisfaction. He glanced round and caught my eye. "Didn't think I could do it," he said.



I didn't tell him — neither had I.

But he **had** done it.

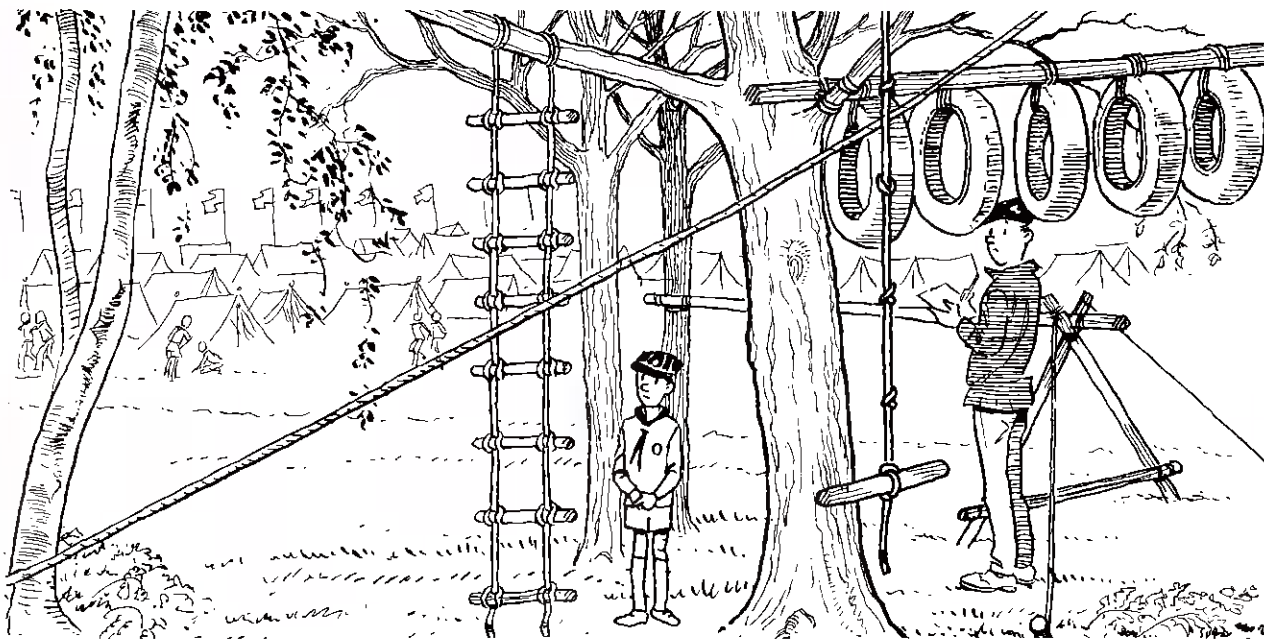
And never again perhaps would he doubt his own ability to do whatever the other boys could do.

Which is precisely the way it works in the playing of the game of Scouting for Boys.

Some years back a boy wrote to say that he was pretty sure he had heard a blackbird whistling the opening bars of Beethoven's Violin Concerto. We at once rang up our local ornithologist for confirmation of this, but he turned out to be tone-deaf and not in the least interested.

Later, some wit pointed out that, as the violin concerto begins with three drum beats, the blackbird must have roped in a woodpecker or, better still, a bittern, to help. Ha, ha, jolly humorous, and typical of the sort of thing we researchers have to contend with in a Movement like ours.

Later still, we discovered that the "antiphon," as it is called, is a well-known phenomenon in the realm of birdsong although, admittedly, so far as our present knowledge goes, it is confined to birds of the same species. In Africa, for instance, shrikes make a habit



of singing antiphonally during the mating season. One bird strikes up, the other carries on for a note or two, then the first completes the refrain, all within a matter of seconds and without the slightest pause or overlap. It's as if two identical voices were having a bash at "Green Grow the Rushes-O." It would go something like this:

"I'll sing —

you one —

O!"

the general effect being of a solo performance. It seems that if one shrike moves out of earshot, its mate will sing the whole refrain solo until the wanderer returns. The theory is that the song is intended to keep the pair together. Sometimes a third bird will try to get into the act and a sort of "eternal triangle" situation is created; and sometimes two young birds of the same sex will practise the routine, obviously with the idea of tuning up for the serious business of courtship to follow.

In the British Isles our native shrike is famous only for its nasty habit of spiking its victims on thorn bushes to keep them nice and fresh while it continues to stock up the larder. A diet of grubs, insects, small rodents, and even young birds of other species keep it fighting fit. It is known as the Butcher Bird, and can't surely have much in common with its music-loving African cousin.

If people were a bit more like performing seals, training them would be simple. The fact that they insist on thinking for themselves complicates the business enormously; and, of course, the more they have upstairs, the harder it is to get a toe in.

When it comes to Scout leader training, for instance, eggheads from our universities and other seats of learning are always a source of embarrassment to their tutors. We ourselves have often suffered from such people. Goodness knows, a man does his best to live up to the four beads on his Gilwell necklace, but I must say it is a bit off-putting to find, in the middle of a burst of inspired pontification, that one or two members of your captive audience are actually **weighing up** what you are saying instead of writing it down like mad in their notebooks. People of that kidney have no respect for the Voice of Authority, even if it has the full weight of the International Training Team behind it. Indeed, for all they care, a fellow might just as well have left his Deputy Camp Chief's necklace in the top lefthand drawer of the bureau at home, along with the rest of his medals and things.

Be that as it may, we think the time may be ripe to tell you about a training technique we have been plugging — admittedly without any great success — for the last ten years or so. When we say "without success" we refer, of course, to the plug, not to the technique itself which, in our unprejudiced opinion, has proved itself time and time again. But you know how hard it is to get a new idea across to any establishment order. It's like trying to flog string-vests in the casbah.

The formula may be simply stated: executive activity at boy-level, followed by analysis, followed by creative activity at Scouter-level, followed by assessment, appreciation, and constructive criticism.

To give an example:

Phase One would be a normal Scouting activity of any kind — let us say a fifteen-minute patrol activity at the weekly troop meeting — in which the candidates would play the part of the boys.

Phase Two would be a so-called "tutorial" in which patrols would separate to discuss and assess the activity from every point of view — planning, purpose,

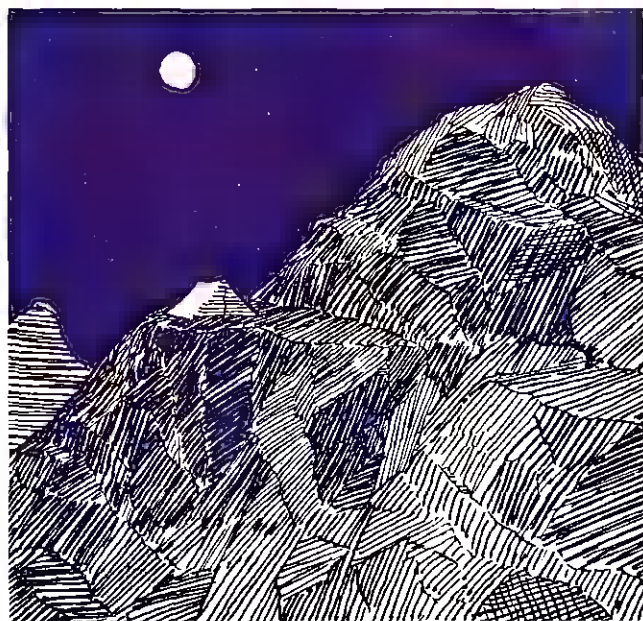
equipping, staffing, and so on — the "tutor" asking the questions, the "boys" providing the answers.

Phase Three would be a planning exercise in which the patrol would create an activity on similar but different lines **for their own boys back home**. The idea here would be that the general pattern of the activity would be worked out by the patrol as a whole, but that each member would adapt it as necessary to suit the particular circumstances of his own home mob, and that he would be under contract to carry it out on his return to civilization.

Phase Four would be the actual testing of the activity by a rival patrol, followed by kindly comment and criticism.

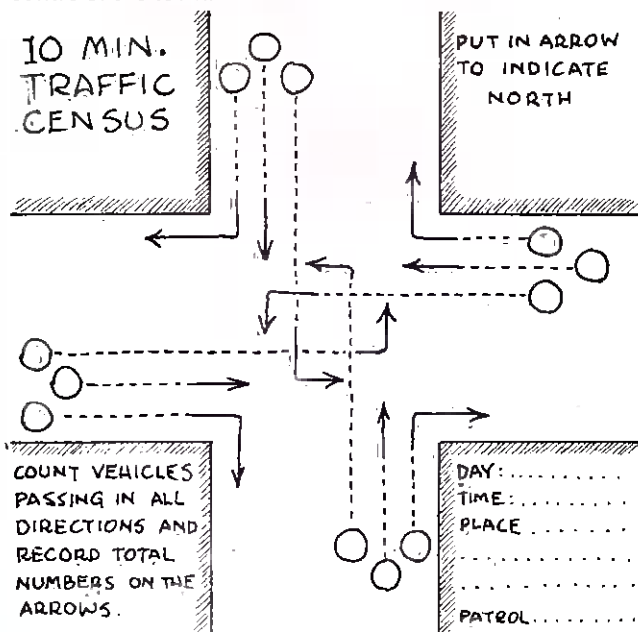
Now, what we like about this method, apart from the fact that we dreamed it up all by ourselves, is that while it is essentially active and free from leader-domination, it allows equal scope for the exercise of both the critical faculty and the power of imagination. The great virtue of traditional-type Wood Badge training down the years has always been that it gave the adult customer a unique opportunity to experience Scouting at the receiving end — the end that reaches the boy. When it came to his own part of the job, however, this do-it-yourself approach was abandoned and he was merely **told** what to do — never required to **do** it. The result of this was that he returned to his own troop room with masses of ideas for games and activities which he had thoroughly enjoyed himself and which he lost no time in passing on to his boys (sometimes with disappointing results); but when he had exhausted his repertoire — what then? There was no carry-over, no "feed-back" or whatever you like to call it, and the poor man found himself precisely where he was before he attended his training course.

All we are suggesting is that the "feed-back" (do forgive us if we are misusing the current cant) should begin while he is still under training and in the company of kindred spirits — that he should be required to think with the mind of the Scout leader he is, and actually start doing his own job before he escapes from the training situation. It will not solve his main, continuing problem (what can I offer the boys in the way of fun and adventure next Friday night?) but it might at least get him off on the right foot.



"This is a fine time to tell me you're a sleep-walker"

One troop night last winter we called up the patrol leaders, handed to each a copy (on stiff card) of the diagram you see here, and sent them off to carry out a ten-minute traffic census at the various sets of lights in the centre of the town.



This innocent little activity, if it did nothing else, kept the boys out of the way while the Scouters rehearsed an observation stunt which one of them remembered from his Wood Badge Course at Gilwell many years before. This consisted of two dramatic episodes. In Scene One, two unsavoury characters met to plan a mugging in full and precise detail. In Scene Two, they actually carried out the crime, but in a way that departed in many respects from the agreed plan. At the conclusion of this highly entertaining performance, the patrols were asked to list the points of difference between the plan and its execution. The actual reports were made verbally, of course, but only on the basis of written notes. We'd hate to appear sanctimonious, but long experience has taught us that boys are not to be trusted when making verbal reports one after the other, the late reporters invariably laying claim to whatever has been said already, **plus** one or two points of their own. Always good for a laugh, of course, but hardly the sort of thing we should condone.

TROOP ROOM PROBLEMS NO. 8

A patrol of Scouts were trapped on the eighth floor of a burning building. Their only means of escape was by way of a narrow ledge which ran along the outside wall of the building, level with the windowsill. It was just wide enough to give them a reasonable toehold, but the danger of falling backwards was considerable and the feat would require a lot of nerve. At least one member of the patrol was supposed to have what is called "a bad head for heights." (Who hasn't, if it comes to that?) If, however, they could reach the window of the adjoining room, they would be able to get to the escalator — and safety. The distance between the two windows was nine feet.

After discussing the situation with his Number One, the patrol leader decided on a plan of action which would enable the Scouts to give each other support and much-needed confidence as they moved along the ledge. No gear of any kind would be needed.

What was his plan?

FORGOTTEN GAMES NO. 7

Mirror Mapping

Patrols in clumps at one end of the room, each with a large sheet of drawing card marked off in two-inch squares, and a selection of felt pens of different colours. At the other end of the room, opposite each patrol, a small sketch-map (not too involved) marked off in one-inch squares. The large sheets should be exactly four times the size of the maps.

Patrol leaders are called to the head of the room, and the game is explained to them. (This, of course, should be the invariable procedure whenever the patrol is the unit of activity.) The idea is that each patrol should make an enlarged copy of the sketch-map **as it would appear in a mirror**. Only one Scout may visit the map at any one time, but several may work simultaneously on the copy.

(Note: When we last tried this game on a gaggle of intellectuals from Cambridge University some years ago, only one patrol out of four got within a mile of it. The interesting thing was that the copy produced by this one patrol was absolutely accurate, while the other three were hopelessly at sea. Why this should have been I cannot imagine but, when I inquired, I found that the one bright patrol considered the game quite straightforward, while the others asserted indignantly that it was practically impossible. Do write and tell us how you get on.)

This month's prize quote: "I must admit that I enjoyed the Scouts because they took me away, for a while, from my happy home. What a delight to escape (and with a legitimate reason) from my admirable mum, my worthy dad, and talented brothers!" — Colin Macinness in the magazine, *NEW SOCIETY*.

Personal note by J.S.: Good for him, but I had four brothers and they were all in the Scouts, too. One, in fact, was my patrol leader, and the other the assistant Scout leader.

SOLUTIONS

Troop Room Problem No. 7

The patrol leader would probably ask his Number One to lead the way along the ledge while he himself remained in the burning room to control the movements of the younger members of the patrol and give them confidence.

Number One would step out onto the edge, face to the wall, and would be supported by the arm of the second Scout from inside the room. By pressing hard on his back, the second Scout would not only prevent him from toppling backwards — or at any rate minimize the danger — but would greatly increase his feeling of confidence. Number Two would then move out onto the ledge, still supporting Number One, and being similarly supported from inside the room by Number Three. And so it would go on as they edged their way along the ledge; each supporting the man in front and being supported by the man behind, until only the patrol leader would be left in the burning room.

By this time, the first Scout would have reached the window of the adjoining room and would be able to step into safety. He would immediately turn to support the man behind him by putting his arm round his back. The chain of support would then go into reverse, link by link, each man waiting until he was supported from both sides before changing arms, until the last in the chain was in a position to give support to the patrol leader when he, too, stepped out onto the ledge. In this way, the entire patrol would be brought to safety.

ONCON '73

... An important milestone
in Canadian Rovering
was the very successful
Rover Conference held
by the Rovers of Ontario
in early August...

By Dave Margerison, A.P.C.
Rovers for Ontario



Sydney Says

What has one head, no arms, two feet and one kidney? Why, Sydney the Snid, of course, the symbol of the 4th Ontario Rover Conference, held at Camp Samac, Oshawa, Ontario, August 3-6, 1973.

Originally planned as a prelude to the 3rd National Rover Conference, and slated to be held in May, the conference format had to be drastically altered.

Word was received early in the year that there would not be a national conference this year due to the lack of a host province (Ontario was working on the 1974 Canadian Moot and felt that their commitments would not lend themselves to another, successful, national event). The Ontario Conference Committee shelved their original plans and started again. Lights and ideas burned far into a winter's night, and ONCON '73 was born!

Without a national forum in '73, we felt that we had to provide a way for Ontario Rovers who wanted to assist in Rovering's growth, to get their thoughts, ideas and recommendations channeled to where they could do the most good. There were many questions that needed answers. Which ones should we tackle? National and Provincial Headquarters and the National Rover Subcommittee were canvassed, and a list of topics was compiled and divided into six sub-headings which included: Promotion & Recruitment, Administration & Training, Co-Ed Questions, Drugs and Alcohol, Rover Handbook, and Miscellaneous.

The first announcement for the Conference asked crews and individuals to send ideas and suggestions to be used to prepare "position papers" on the various topics. These papers would be a basis for discussion.

All Rovers, associate Rovers, and advisors in Ontario were invited to attend as delegates or participating observers. Invitations requesting observer participation were sent to all provinces. Other youth groups and agencies were approached for their ideas and possible observers. Attendance of Rangers from Ontario was requested through Girl Guides of Canada offices.

After an average of three nights per week of planning and preparation, the weekend arrived! Sydney seemed

to be everywhere, on 'T' shirts, on papers, on walls and, yes, even walking around! Friday evening was devoted to getting to know one another and participating in relaxing activities — rifle shooting, movies (would you believe 40, with four projectors!), card games, swimming, static displays, and a singalong all helped. Saturday morning breakfast, the official opening and theme speech, a fashion show of Rover uniforms down through the ages, and we were away!

Each member had been given a position paper for each topic, and the discussion teams were composed of a cross-section of Rovers or advisors (in separate groups) for diverse opinions. Each topic was introduced by a guest speaker, leading into discussion sessions and then to the formulation of resolutions. Emphasis was placed on implementing suggestions with the recommendations and resolutions.

It wasn't all discussion, argument, or talking. Sing-songs, movies, swimming, our mini-skirted hostesses, Sunday's folk service and our "special meals" all helped to "open-up" the weekend. All meals were catered, banquet-style, complete with marched-in headtables and guest speakers. Mealtimes were also utilized as official opening and closing, and some speakers were designed to provide a light change of pace.

Saturday dinner was very special as the conference members honoured W.T. "Wilf" Hilton and his wife Lorri. Wilf, for over 50 years, has devoted himself to Scouting and especially to Rovering in many capacities, including those of assistant provincial commissioner for Rovers and executive staff member. Parchments were presented to Wilf by Scotty Fleming, assistant provincial Scout executive, on behalf of the Provincial Council; by Gerrit Heikamp, Chairman of the National Rover Subcommittee on behalf of the Rovers of Ontario, in appreciation of his many years of service to the Movement and to Rovering.

"Our" man in Ottawa, Reg Roberts, graced the conference with his presence and provided valuable input throughout most of the weekend, ably filling the breach when one of our speakers failed to show.

Brother-Hood, the pr symbol for the 7th Canadian Rover Moot to be held in 1974, made a guest appearance at one meal, complete with cassock, ball and 25 feet of chain!

The resolutions that were passed at the Conference showed a keen awareness of Rovering's problems. Most of them have ideas and suggestions for implementation and a few of them will go to various roundtables and committees for further study before being passed to the proper council for action. (A complete report was sent to councils and provincial offices at the end of September but we will mention some of the more important ones here.)

The conference members discussed the servicing of the Rover section in some depth. They recommended that a basic (but complete) service organization is a **must** and that it should cover each geographical area (i.e., province). They emphasized that this service structure must be complete, even in areas where there are no Rovers at present, so that the program can be promoted, growth encouraged, communications improved, and the program administered when established.

They also emphasized that these service staff members must be trained, and the training be continuous and extensive.

They recommended that a permanent, public-relations person be appointed for each province, region, district etc . . . and that he be supplied with all the resources and help necessary to promote Rovering. In the implementation part of this recommendation they suggested a public-relations team working together to promote Scouting in and for the same area. In the pr recommendations, they also gave themselves a boot in the tail for not getting out and doing something themselves and came up with some suggestions as to how to get the job done.

The members produced recommendations on security and conduct at Rover events, including meaningful resolutions regarding the use of drugs and alcohol by Rovers. To condense these here would do them injustice but councils will find them in our report produced in September.

One of the resolutions dealt with moots and their present content: a cutback of the "social" type of activity should be considered and encouraged. Activities

should be designed with an objective of community involvement, service, or education, etc. . . . They felt that these activities will, because of the young people involved, continue to have a social or fun atmosphere attached to them, as should be the case, but that we shouldn't be attracting people just to a social function. They said, "instead, let us hold events and activities that promote the Rover program!"

They discussed and passed many recommendations on co-ed Rovering: the majority were guidelines for co-ed camping.

A Rover handbook was seen as a vital necessity, with resolutions being passed concerning content and format, and formation of provincial task groups was requested to make recommendations on the handbook to the National Rover Subcommittee.

One of the miscellaneous resolutions stated: that a national Rover song be written, using original Rover talent, to be presented at the 7th Canadian Rover Moot in 1974 — this to be implemented by the Canadian Rover Moot Committee. **THIS ONE CAN BE TAKEN BY ROVERS FOR ACTION — NOW — ACROSS CANADA!**

Address all submissions to:—

Moot Committee,
7th Canadian Rover Moot,
c/o Ontario Provincial Headquarters,
9 Jackes Ave., Toronto, Ont. M4T 1E2

As with most events, those at the postmortem wondered aloud if it had all been worthwhile? Did we accomplish our stated purpose?

We feel that ONCON '73 did! We had our problems but we feel the end results will show a number of positive, action-oriented resolutions and recommendations that will aid the growth of Rovering, not only in Ontario but in Canada! We would ask that our brother Rovers in this large land, and those persons charged with administration of the Rover program, study our final report, then become **actively involved** with it. Take some of our recommendations and use them in your own areas! Compile some additional suggestions and recommendations of your own and send them to the appropriate councils for action!

Growth in Scouting and Rovering is up to YOU, the individual! JOIN WITH US AND HELP SCOUTING GROW IN THE SEVENTIES!

23



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NOTEBOOK

THE EDITOR'S



In the June/July **EDITOR'S NOTEBOOK** we credited Chatham, Ontario, with a new Scout Headquarters, but "not so," writes D.C. Ken Carswell of that district. A closer look told us that although our source of information was the *Chatham News*, the lucky recipients were, in fact, the Scouts and Cubs of **Tilbury**, Ontario. A full-page spread, with pictures, in the June 9 issue of the *Windsor Star*, told the whole story of how the town council, Rotary Club and Scouting cooperated to convert a 20-year-old Canadian National Railway depot into a clean, warm, new meeting place for yearly rental of only \$1, plus responsibility for insurance and utilities. From the *Star's* description of the building with its new roof, aluminum siding and new interior, it certainly no longer bears any resemblance to a railway station.

From World Scouting's **NEWS-LETTER** . . . Many technical improvements in the World Scout Constitution were accomplished by the delegates to the 24th Boy Scouts World Conference in Nairobi in July, after days of intensive study and discussion of proposals by the World Committee and national Scout associations. Over 50 years of amendments and revisions had resulted in a Constitution with much inconsistent and out-of-date language. A major improvement was the dividing of the old Constitution into a proper Constitution with separate Bylaws. The conference also voted to drop the word "boy" and make official the commonly used titles, "World Scout Conference," "World Scout Committee" and "World Scout

Bureau." . . . A set of four colourful commemorative stamps were issued by the East African Posts and Telecommunications Corporation (Kenya, Uganda, Tanzania) to mark the opening of the 24th World Conference . . . Rovers of the East Metropolitan Area of Sydney, **Australia**, planned an automobile rally and tour with a difference. The route instructions were "written" in Braille and this meant a blind navigator. In all, 250 Rovers took part with 80 blind guests guiding them over the 200-mile route. . . .

SCOUTING magazine (UK) reports that the British Safety Council recently published a pamphlet on the dangers of high-noise levels. It lists the "sound-pressure levels" for a jet plane 100 feet away at 140, rivetting at 120 and the level at a Cub Scout meeting at 110 decibels! . . . Boy and Girl Scouts in **Israel** have "adopted" 65 homeless children who live at the Neveh Taf institution. Each child has his or her "own" Scout who comes every Thursday to take him to the airport, market, fire station and other places to which parents would normally take an ordinary child. They also see that "their" child has a birthday celebration on the big day.

In Hamilton, the **63rd Linden Park Troop** decided to break the world record of 707 pairs of shoes shined in 18 hours as recorded in the **Guinness Book of Records**. Like all good Scouts, they wanted to be properly prepared for the challenge, so they went to **Sharon Patterson** of the Agnew-Surpass Shoe Company for some expert advice and instruction. However, judging from *The Spectator* picture, there seems to be more interest in Sharon than in shoes.



Fifty **Calgary Scouts** performed a rather unique community good turn recently when the old grandstand at the Calgary Stampede grounds was demolished to make way for a new structure. Equipped with borrowed power tools, they had the job of removing 8,300 plastic seats which will be used again in the new grandstand, which is due to open in 1974. The Scouts began work at 6 a.m. and by 2 p.m. had dismantled all the seats. They then worked until 8 p.m., and into the next day, loading the seats on trucks for removal to a storage area.

Recently **Bob Steele**, who has the early morning show on Hamilton radio station CKOC, noticed smoke billowing from the window of the house next door to the station. Starting a taped musical selection, he ran down the station's fire escape, climbed the fence separating the properties and shouted and banged on the window. When no one answered, he hoisted himself up, tore the kitchen window screen — and his pants in the process — and squeezed through the opening, to find, on the stove of the smoke-filled kitchen, a pot filled with charred eggs.

After dousing the flames, he awakened the occupant of the house who had fallen asleep on the living room couch.

By this time, Steele's four-and-one-half-minute, taped, love song was almost over, so it was back through the window, over the fence and up the fire escape. But the DJ felt it was all worthwhile. "I finally got to use my Fireman's Badge," said Steele, who has carried it with him at all times since he received it while a Scout in Bramalea, Ontario.

Is the **OPERATION AMIGO** poster which appeared in the August/September issue hanging in a prominent place in your meeting hall? Let's hope so, because your help is urgently needed . . . and that colourful crest for donations of \$20 or more would look very good on your section flag. Will your group's name appear in next month's list of donors?

*

A. Wallace Denny who has served as our Deputy Chief Scout since June, 1971, officially turned over the office to **Major-General William K. Carr** at a ceremony held at Government House, Ottawa, on September 19. His Excellency, **Governor-General Roland Michener**, in his capacity as Chief Scout, recognized Mr. Denny's valued service to Canadian Scouting and extended his best wishes to General Carr.

Proulx Brothers photo



One of the fun events of an international camporee held recently at **Oshawa's Camp Samac** was the log-cabin jigsaw puzzle. In order to score, patrols had to construct the cabin correctly, within a 15-minute deadline. **Oshawa Times photo**

*

Our August/September item on exchange visits brought two interesting letters from **Newfoundland** — **Jim Sharp, St. John's**, reported on a Fun Day arranged by **Halifax Region** in June, to which they invited packs from Yarmouth and St. John's. The Newfoundland invitation was accepted by Caribou District and a party of 21 Cubs and 4 leaders, from five district packs, flew to Halifax on the Friday afternoon. The group was met at the airport and transported into Halifax to arranged accommodation. On Saturday, the visitors were treated to a tour of points of interest, including visits to the Dartmouth and

Halifax city halls where the Mayors of both cities were on hand to greet the visitors. On Sunday, the Cubs attended church and flew home.

The second letter came from Cubmaster **Roger Judge, 1st Immaculate Conception Pack, Deer Lake**, and told of the attendance of 17 Cubs and 3 leaders from his pack at the **2nd National Jamboree of L'Association des Scouts du Canada** at St. Rock de Mekinac, Quebec, from July 27 to August 4. Roger writes that although his group could not speak French, "the so-called language barrier did not remain a barrier very long, especially where the boys were concerned." They took part in every activity and, if a minor problem arose, the two interpreters assigned to the Newfoundland group by the camp staff, or bilingual Scouters, were on hand to help.

Thanks to Jim and Roger for sharing two fine exchange experiences with us.

25

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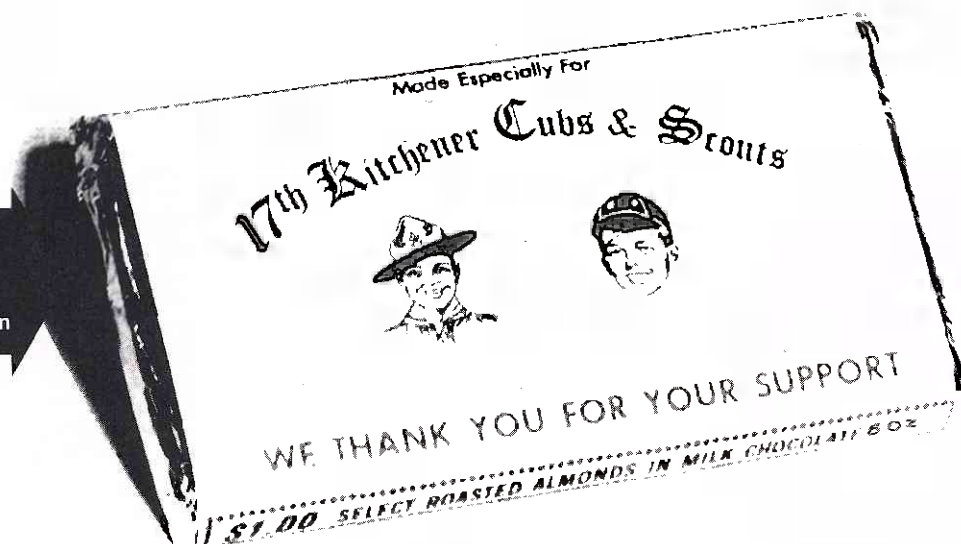
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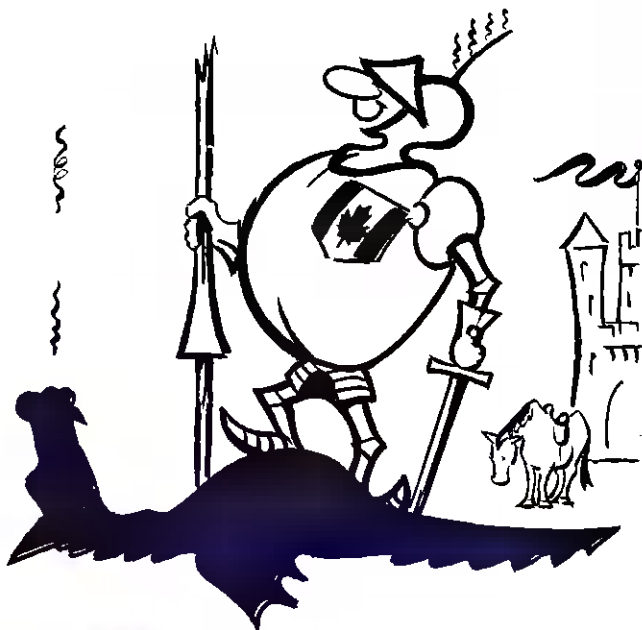
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INTERNATIONAL EVENTS

Canadian Scouting has been invited to participate in the following international events. Those interested may receive further information by writing to their national office in Ottawa — Boy Scouts of Canada, P.O. Box 5151, Station F, Ottawa, Ont. K2C 3G7.

During 1973 representatives of Canadian Scouting took part in Jamborees and International Camps in Sweden, France, Great Britain, Portugal, Switzerland and the United States of America.

New Zealand — 7th New Zealand Jamboree, January 1-8, 1975. Open to Scouts 13 years of age and over; Venturers and Scouters. Jamboree site located in Tohoroa, 130 miles southwest from Auckland.

England — Peak '74, International Scout and Guide Camp, July 27 — August 3, 1974; Chatsworth Park, Derbyshire.

Scouters are urged to make this information known to the boys and their parents.

stories & games

"Cavemen's children probably invented the first games by seeing who could throw rocks the farthest — the ancestor of our shot-put," says the Introduction to a splendid games book we delight in announcing. *GAMES FOR ALL AGES & HOW TO USE THEM*, by Marjorie Wackerbarth and Lillian S. Graham (distributed in Canada by G.R. Welch Co. Ltd., 310 Judson St., Toronto 18, Ont. Paperback, \$2.95) is a source of games for everyone, and for all occasions, under a wide variety of conditions. Suggestions for games' programs and a splendid index should make the book a joy to use. The type is large and clear, and the authors have added illustrations only where essential as directions, thus keeping the book in the low-price range. All this month's games are from this excellent book.

YOUTH IS NOT A TIME OF LIFE... IT IS A STATE OF MIND

It is not a matter of ripe cheeks, red lips and supple knees; it is a temper of the will, a quality of the imagination, a vigour of the emotions; it is a freshness of the deep springs of life.

Youth means a temperamental predominance of courage over timidity, of the appetite of adventure over the love of ease. This often exists in a man of fifty more than in a boy of twenty.

Nobody grows old by merely living a number of years; people grow old only by deserting their ideals. Years wrinkle the skin, but to give up enthusiasm wrinkles the soul. Worry, doubt, self-distrust, fear and despair . . . these are the long, long years that bow the head and turn the growing spirit back to dust.

Whether seventy or sixteen, there is in every being's heart the love of wonder, the sweet amazement at the stars and the star-like things and thoughts, the undaunted challenge of events, the unfailing childlike appetite for "what next?", and the joy and the game of life.

You are as young as your faith, as old as your doubt; as young as your self-confidence, as old as your fear; as young as your hope, as old as your despair.

In the central place of your heart there is a wireless station; so long as it receives messages of beauty, hope, cheer, courage, grandeur and power from the earth, from men and from the Infinite, so long are you young.

When the wires are all down and the central place of your heart is covered with the snows of pessimism and the ice of cynicism, then you are grown old indeed and may God have mercy on your soul.

— Author Unknown

BUTTON SNAP

Divide the group into two or more teams, depending on the number of players. Line the teams up single file on one side of the room. Set a goal across the room. Mark a starting line. Give the leader of each line two smooth, medium-size buttons. One he places on the starting line. With the other he snaps the first button to the goal. "Snapping" consists of pressing the edge of one button with the other in such a way that the under one flies ahead. As soon as the players reach the goal they race back and hand the buttons to the second player in line. The line finishing first wins the relay.

SQUIRRELS IN TREES

All the players but two form small circles of four with hands joined. Each group numbers off 1-2-3-4. Number 1 of each circle steps inside and is a squirrel. The other three players, with hands joined around him, are a hollow tree. The trees should scatter so that they are a fair distance from each other.

One of the extra players is a homeless squirrel (It) and the other is a fox or hound (the chaser). The fox tries to catch the homeless squirrel. The squirrel may escape by running under the arms of the players into one of the trees. As there can be only one squirrel in a tree at a time, the squirrel already there must get out and run to another tree, being chased by the fox.

If the fox catches any squirrel in the open, that squirrel becomes the fox and turns around to chase the other one.

After a time the leader asks the number twos in the circles to become squirrels — a little later the threes and fours. In this way all players take turns being squirrels.

SUPPLY SERVICES



NEWS



CALENDARS CALENDARS

Each year sees more groups utilizing the **Scout Calendar** to raise funds for many useful purposes — \$70,000 was earned last year by participating groups. Make sure your group receives its share of the \$80,000 which will be earned this year by groups selling Scout Calendar '74. **IT'S NOT TOO LATE — ORDER A SUPPLY NOW** from your Scout office.

The **broad-brimmed Scout hat**, still the favourite of many groups, at present is available in sizes 6-1/4 to 6-7/8. We are sold out of the larger sizes and, unfortunately, cannot renew our stocks.

All groups, by now, should have received a supply of the 1973/74 Supply Services gaily coloured **catalogue**. If your group has not received them, please contact your Scout office immediately — you may be missing some excellent **Christmas-gift** suggestions.

It's time to think of winter-activity items such as **snowshoes, Indian moccasins and moccasin kits** — all illustrated in the catalogue. Splendid **Christmas presents!**

The new **ladies' tote bag**, in gold-coloured vinyl, is proving very popular — see page 14 of the catalogue.

Are you planning a **Christmas party** this year? You might decorate your table with the banquet supplies (place-mats, serviettes and program folders) shown on page 13 of the catalogue.

Small, inexpensive items suitable as **gifts for boys** of your group —

Cub or Scout Good-Turn Key Chain	30¢
Cub or Scout belt loop and snap	39¢
Cub or Scout comb-in-case	25¢
B.-P.'s Life-in-Pictures Book	25¢

Many of the colourful **crests** (back cover of catalogue) and several of the **handicraft kits** (page 11) fall into this category.

Available free to groups are the colourful Cub and Scout uniform leaflets which illustrate where badges should be worn. Order a supply from your Scout office.

LEAPFROG TWO DEEP

This game is a variation of plain Two Deep. The players, except two, stand in leapfrog position in the circle, facing the centre. The runner may leap over any player, but when he stops in front of him that player must then run. Whenever the chaser tags the runner, they exchange positions. Frequently the runners have a tendency to keep going too long before stopping in front of anyone. It is well to explain that skillful players leap over several people and then suddenly stop.

BEEP BEEP

The players are arranged in little circles of three all about the room. The leader calls directions such as "traffic to the right," at which term the little circles turn to the right and keep turning until the leader says "traffic to the left," when they quickly shift and turn around to the left. When the leader says "Beep beep," all the players must quickly form a new circle with two other people. At this time the leader steps in and becomes one of the circles. The one left over is the new leader.

BRONCHO

This is a game especially enjoyed by boys. One player is the bronco who stands in a circle formed by players who have their hands joined. The players try to prevent the bronco from breaking through the circle. He may break through by crawling under or over joined hands, or by breaking the hand-holds of the players. Whenever he breaks through, the players chase him to tag him. The boy who first tags the bronco becomes Bronco for the next game.

This month's games are from
Games for All Ages & How to Use Them,
by Marjorie Wackerbarth and Lillian S. Graham
(distributed by G.R. Welch Co. Ltd., Toronto, Ont.).

THE LIFE YOU'VE LIVED TODAY

Can you say tonight in parting with the day
that's slipping past,
That you helped a single person of the many
you have passed?
*Is a single life rejoicing over what you did or
said,*
Does one whose hopes were fading, now
with courage look ahead?
Did you waste the day or lose it — was it
well or poorly spent?
Did you leave a trail of kindness, or a scar of
discontent?
As you close your eyes in slumber, do you
think that God would say,
"You have made the world much better for
the life you've lived today?"

— Author Unknown

A SALESMAN'S PRAYER

"Oh, Lord, in these days when anybody
can sell anything, help me to remember that
it will not always be thus; that humility is
still the hallmark of the successful salesman,
that the seller is always the servant to the
buyer; that arrogance costs as many orders
as ignorance of the line; that I have too short
a memory ever to tell a lie, and that buyers
have too long a memory ever to forget a
wrong.

"Above all, help me to remember that no
one ever lost an order because quality was
too high or service too good. Amen."

— Author Unknown

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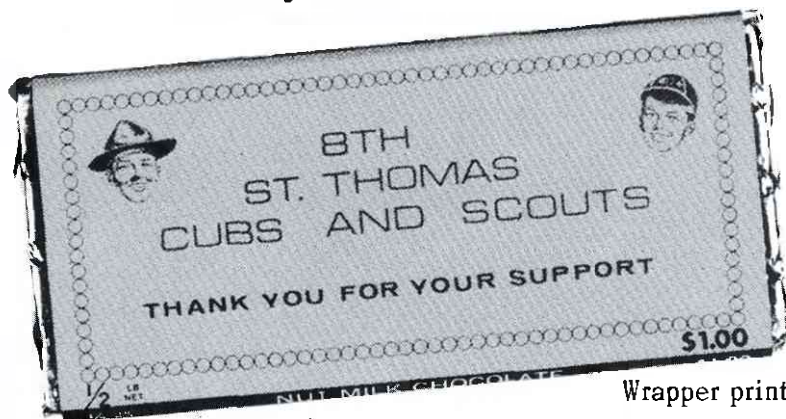
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